

This folder contains a Python program for the snake game using the turtle graphics.

The snake moves around a 600 x 600 pixel black screen with the help of the keyboard arrow keys (up, down, left, right).

Each time the snake touches the blue dot (food), it grows and the score increases by 1.

High scores are kept in a txt file.

Game ends when the snake touches the borders of the screen or its tail and a new game begins.

