<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="UTF-8">

<title>Mini Slither.io Clone</title>

<style>

body { margin: 0; overflow: hidden; background: #111; }

canvas { display: block; margin: 0 auto; background: radial-gradient(circle, #222, #000); }

#score {

position: absolute; top: 10px; left: 10px;

color: white; font-family: Arial, sans-serif; font-size: 20px;

}

</style>

</head>

<body>

<canvas id="game"></canvas>

<div id="score">Score: 0</div>

<script>

const canvas = document.getElementById("game");

const ctx = canvas.getContext("2d");

canvas.width = window.innerWidth;

canvas.height = window.innerHeight;

let snake = [{x: canvas.width/2, y: canvas.height/2}];

let snakeLength = 20;

let score = 0;

let foods = [];

function spawnFood() {

foods.push({

x: Math.random() \* canvas.width,

y: Math.random() \* canvas.height,

color: "hsl(" + Math.random()\*360 + ",100%,50%)"

});

}

for (let i=0; i<30; i++) spawnFood();

let mouse = {x: canvas.width/2, y: canvas.height/2};

document.addEventListener("mousemove", e => {

mouse.x = e.clientX; mouse.y = e.clientY;

});

function gameLoop() {

ctx.clearRect(0,0,canvas.width,canvas.height);

// Move snake

let head = snake[0];

let angle = Math.atan2(mouse.y - head.y, mouse.x - head.x);

let speed = 3;

let newHead = {

x: head.x + Math.cos(angle)\*speed,

y: head.y + Math.sin(angle)\*speed

};

snake.unshift(newHead);

while (snake.length > snakeLength) snake.pop();

// Draw snake

ctx.beginPath();

for (let i=0; i<snake.length; i++) {

ctx.fillStyle = "lime";

ctx.beginPath();

ctx.arc(snake[i].x, snake[i].y, 8, 0, Math.PI\*2);

ctx.fill();

}

// Draw food

for (let i=foods.length-1; i>=0; i--) {

let f = foods[i];

ctx.fillStyle = f.color;

ctx.beginPath();

ctx.arc(f.x, f.y, 6, 0, Math.PI\*2);

ctx.fill();

if (Math.hypot(f.x - head.x, f.y - head.y) < 12) {

foods.splice(i,1);

snakeLength += 5;

score += 10;

spawnFood();

}

}

// Score

document.getElementById("score").innerText = "Score: " + score;

requestAnimationFrame(gameLoop);

}

gameLoop();

</script>

</body>

</html>