# Prompt for Improving My Snake Game

I currently have a Snake game built in HTML, CSS, and JavaScript. The snake eats food, grows, and speeds up gradually. The game ends when the snake hits a wall or itself, and the player wins at 25 points. It also has Start and Restart buttons.

## I want to improve this game with the following changes:

### 1. Game Controls & Functions

- Add a Pause/Resume button.  
- Add touch controls (on-screen arrows) for mobile play.  
- Allow difficulty selection (Easy/Medium/Hard → different starting speeds).

### 2. UI/Design Improvements

- Replace snake/food blocks with images (snake head, apple, etc.).  
- Add a styled game over/win screen (instead of just alerts).  
- Track and display the highest score (using localStorage).  
- Improve the layout with a nice menu and scoreboard section.

### 3. Audio & Feedback

- Add background music that loops.  
- Play sound effects when food is eaten, game over, and when winning.

### 4. Game Progression

- Introduce levels:  
 • Level 1 (0–9 points) → Normal speed, gray background.  
 • Level 2 (10–19 points) → Faster, different background color.  
 • Level 3 (20–25 points) → Even faster, with obstacles.

## Context to include in the code update request:

- Current Snake Game HTML/JS code (attached).  
- Images for snake/food (attached or linked).  
- Audio files for background music and sound effects (attached or linked).