**TEST CASES**

1.Eating of food when head collides to the centre of food passes.

2. On colliding the body of the snake and the walls of game the game should be over this test case also passes.

3.On eating food score increases passes.

4.On colliding game over screen also passes.

5. The snake does not collide in itself when arrow key is pressed in opposite direction also passes.

Hence, all the possible test cases passes.