

sys → exit fn ✓

time → to sleep at end so that user can read what's on screen.

Random → for food positions

10 → -1 → Standard code for exit due to error.  
Exit code □

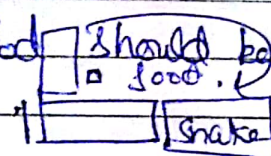
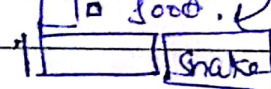
16 → setmode accepts only 1 argument.

20 → Colors in (RGB) format.

- for Font (Gameover) (RED)
- for Body of Snake (Green)
- for Score (Black)
- White → (255, 255, 255) Background
- Food → Brown

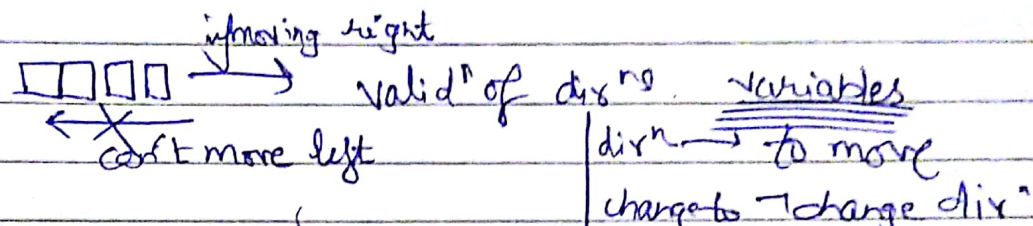
30 → Snake  $hs = pos$  of head.

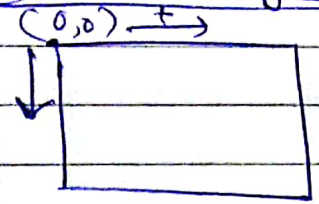
Snake should be somewhere on left of screen (100, 50) and move towards Right (~~100, 50~~) --- It should be 3 blocks.

40 → food  should be interval of 10 s.t. snake can get that food.  
if not  → not possible to eat food.

ie food val. should be  $\geq$  by 10.

40  $\rightarrow$  on game over  $\rightarrow$  Print Game over on Screen not on Console  $\therefore$  no print( ).

69  $\rightarrow$    
valid of dir's. variables  
dir  $\rightarrow$  to move  
change to change dir

Movement of Snake: move it in units of 10  
(0,0)  $\rightarrow$    
up  $\rightarrow$  decrease(y) by 10  
down  $\rightarrow$  increase(y) by 10  
left  $\rightarrow$  increase(x) by 10  
right  $\rightarrow$  decrease(x) by 10  
Snake = [ ] [ ] [ ] [ ]

Main thing:

Body mechanism:

Snake = <sup>body</sup> [ ] [ ] [ ] [ ]  
If (eat)  $\rightarrow$  + [ ] [ ] [ ] [ ] ) insert 1 extra  
If don't  $\rightarrow$  [ ] [ ] [ ] [ ]  
 $\rightarrow$  coordinate of food + snake head matches

fps  $\rightarrow$  frame per sec  $\rightarrow$   $\uparrow$   $\rightarrow$  fast  
 $\downarrow$   $\rightarrow$  Slow (20)  $\checkmark$

If Out  $\rightarrow$  Game over for 10 secs  $\rightarrow$  restart msg