Snake game planning

# Features

* Snake moves in 4 directions
* Snake grows when eating food
* Snake dies (game ends) upon collision
  + Collision with wall
  + Collision with self
* Restart option
* Game statistics
* Scoreboard with high score tracking
* Pause/resume feature
* Sound effects

# Progress

April 24, 2025

Initialize game, start coding Snake actions, start coding Apple actions

April 25, 2025

Complete coding game logic. Begin game GUI