Snake Game

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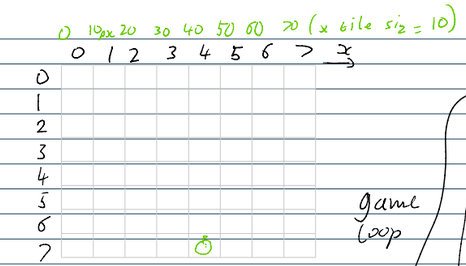
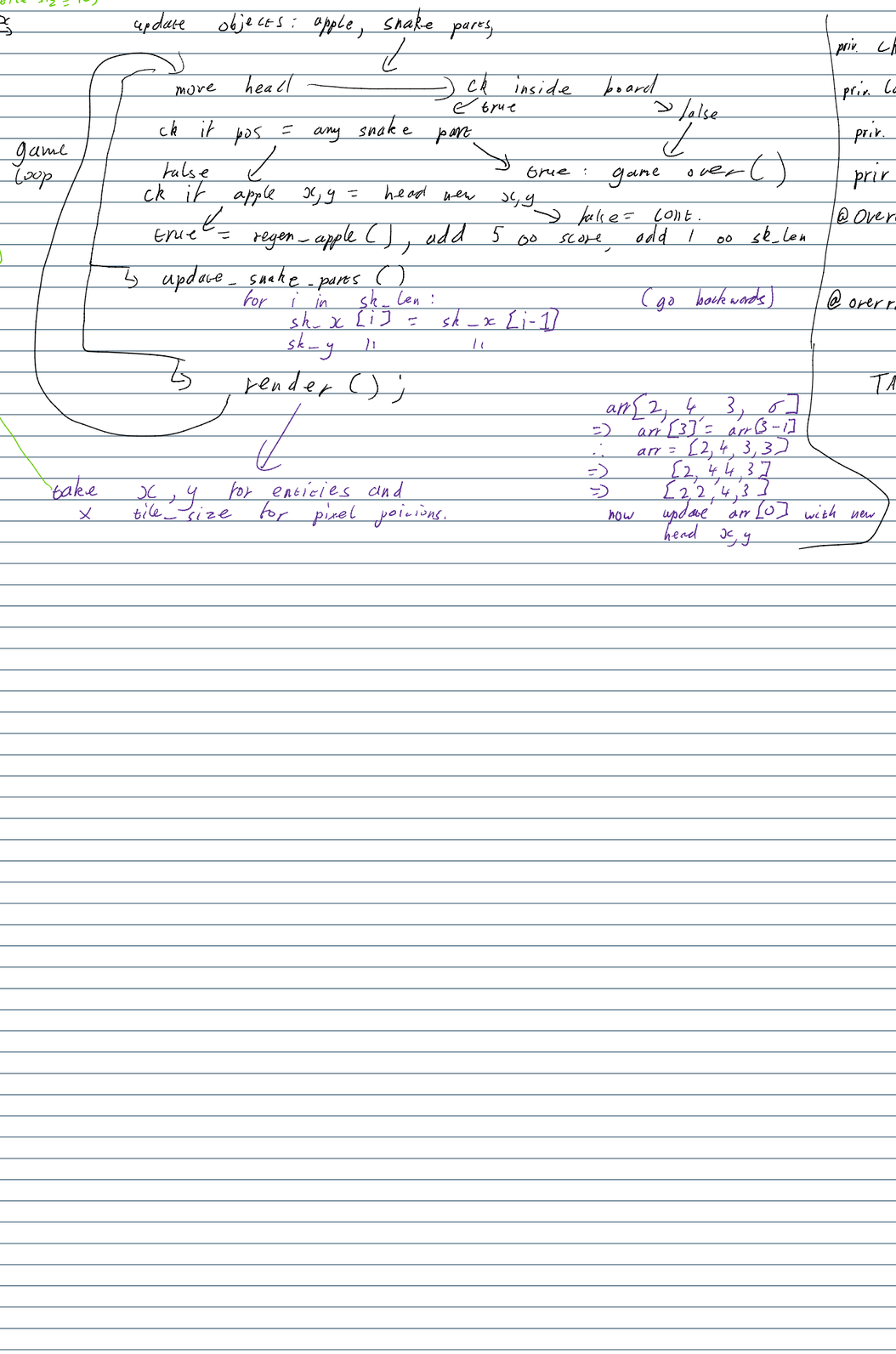
Grid obj. has: (whole game)
- side length (in tiles) int
- tile size (in px) int
- score int
- load_images()

Snake obj has:
- pars x array [] int [side_len)²]
- pars y array [] int [//]
- head_dir 2 ← [] → 0 (1 ↑, 3 ↓) int
- snake_length int
- head_x int
- head_y int

Apple obj:
- apple_x int
- apple_y int
- regen_apple()
  { random (0 → side_len) = app_x
    // = app_y }



e.g. apple at (3, 7)
=> 30px in x,
70px in y



(go backwards)

arr[2, 4, 3, 5]
=> arr[3] = arr[3-1]
∴ arr = [2, 4, 3, 3]
=> [2, 4, 4, 3]
=> [2, 2, 4, 3]
now update arr[0] with new head x, y