Snake pseudocode

The idea for this program comes from Google’s [Snake Game](https://g.co/kgs/PVDuXBW). In the game, there is a snake who has to eat the apples. The snake gets longer as he eats apples. The game ends when the snake either hits himself or the edge of the screen.

Instructions:

* Import modules (pygame, random)
* Create the board ✅
* Use GIMP to create snake head
* Create a snake class:
  + Create an \_\_init\_\_ function:
    - The snake is a list of lists with their position and direction
    - The possible directions are XN, N, E, S, W, and XW.
    - Create a snake head using Sprite class and the GIMP picture
  + Create a move function:
    - Delete element 0 of the snake list
    - Add a new element following these rules:
      * If the head of the snake is going north(N) then the new head is [x, y+1, N].
      * etc.
  + Create a rotate function with a direction parameter:
    - If direction equals L, the head’s direction changes to 1 left in the directions list.
    - If direction equals R, the head’s direction changes to 1 right in the directions list.
  + Create a draw function:
    - Draw the head in the direction it is facing
    - Draw each part of the body