

```

if head.direction != "up":
    head.direction = "down"

def go_left():
    if head.direction != "right":
        head.direction = "left"

def go_right():
    if head.direction != "left":
        head.direction = "right"

```

This prevents the snake from instantly turning backward and crashing into itself — which is probably what's freezing your game.

Also: Are you pressing Arrow Keys? (not WASD)

Because this:

```
wn.onkeypress(go_up, "Up")
```

means **Up Arrow**, not **W**.

Quick yes/no:

Want me to add immediately next: