My Drive

const playBoard = document.querySelector(".play-board");

let foodX ,foodY;

// let snakeHeadHTML;

let snakeX=5 , snakeY =10;

let snakeBody = [];

let velocityX=0 , velocityY=0 ;

let gameOver = false;

let setIntervalId;

let score = 0;

let scoreElement = document.querySelector(".score");

let highScoreElement = document.querySelector(".high-score");

let highScore = localStorage.getItem("high-score") || 0;

highScoreElement.innerText = `High Score: ${highScore}`;

let controlButtons = document.querySelectorAll(".control-buttons i");

const changeSnakeDirection = (e)=>{

//changing the direction of the snake on pressing the keys

if(e.key === "ArrowUp" && velocityY != 1){

velocityX= 0;

velocityY= -1;

}else if(e.key === "ArrowDown" && velocityY != -1){

velocityX = 0;

velocityY = 1;

}else if(e.key === "ArrowLeft" && velocityX != 1){

velocityX = -1;

velocityY = 0;

}else if(e.key === "ArrowRight" && velocityX != -1){

velocityX = 1;

velocityY = 0;

}

// initGame();

}

controlButtons.forEach((key) => {

key.addEventListener("click", () => changeSnakeDirection({key:key.dataset.arrowkeys}));

});

const handleGameOver = () => {

clearInterval(setIntervalId);

alert("Game Over ! Press OK to replay");

location.reload();

}

const snakeFoodPosition = () => {

foodX = Math.floor(Math.random()\*30)+1;

foodY = Math.floor(Math.random()\*30)+1;

}

const initGame = () => {

if(gameOver){

return handleGameOver();

}

let snakeFoodHTML = `<div class="food" style="grid-area: ${foodY} / ${foodX} "></div>`;

if(snakeX === foodX && snakeY === foodY){

snakeFoodPosition();

snakeBody.push([foodX , foodY]);

// console.log(snakeBody);

score++ ;

highScore = score ;

if(score >= highScore){

highScore = score;

}

localStorage.setItem("high-score" , highScore);

scoreElement.innerText = `Score: ${score}`;

}

for(let i=snakeBody.length-1; i>0; i--){

snakeBody[i]=snakeBody[i-1];

}

snakeBody[0] = [snakeX , snakeY];

snakeX += velocityX ;

snakeY += velocityY ;

if(snakeX <= 0 || snakeX>30 || snakeY <= 0 || snakeY > 30){

gameOver = true;

}

for(let i=0; i<snakeBody.length; i++){

snakeFoodHTML += `<div class="head" style="grid-area: ${snakeBody[i][1]} / ${snakeBody[i][0]} "></div>`;

if(i != 0 && snakeBody[0][1] === snakeBody[i][1] && snakeBody[0][0] && snakeBody[0][0] === snakeBody[i][0]){

gameOver = true;

}

}

// let snakeFoodHTML = '<div class="food" style="grid-area: foodY / foodX "></div>';

playBoard.innerHTML = snakeFoodHTML; //adding div element inside the playboard

// playBoard.innerHTML = snakeHeadHTML; syd ek sath ek chjo ke lie do baar inner html nhi use kr skte h

}

snakeFoodPosition();

setIntervalId = setInterval(initGame , 200);

document.addEventListener("keydown" , changeSnakeDirection);