

Snake Game using Tkinter

Overview:

This is a simple Snake game implemented in Python using the Tkinter library. The game features a snake that the player controls to collect apples while avoiding collisions with the snake's own body..

Features

Snake Movement: The snake moves in the specified direction (up, down, left, right) in response to keyboard inputs.

Food Generation: Apples are randomly generated on the screen for the snake to collect.

Score Tracking: The user's score is displayed on the screen and updated each time the snake consumes an apple.

Crash Detection: The game checks for when the user crashes into their own body or the edge of the screen.

Game Over: When a collision is detected, the game ends, and a "GAME OVER" message is displayed.

Restart Button: Players can restart the game by clicking the "Restart" button.

How to Play

- Run the script in a Python environment.
- Use the arrow keys to control the snake's direction.
- Collect apples (red circles) to increase your score.
- Avoid collisions with the snake's body and the game boundaries.
- The game ends when a collision occurs, and you can restart by clicking the "Restart" button.

Enjoy playing the Snake game!