import pygame

import time

import random

pygame.init()

# Define colors

white = (255, 255, 255)

yellow = (255, 255, 102)

black = (0, 0, 0)

red = (213, 50, 80)

green = (0, 255, 0)

blue = (50, 153, 213)

dis\_width = 600

dis\_height = 400

dis = pygame.display.set\_mode((dis\_width, dis\_height))

pygame.display.set\_caption('Snake Game by OpenAI GPT-3')

clock = pygame.time.Clock()

snake\_block = 10

snake\_speed = 15

font\_style = pygame.font.SysFont(None, 50)

def our\_snake(snake\_block, snake\_list):

for x in snake\_list:

pygame.draw.rect(dis, green, [x[0], x[1], snake\_block, snake\_block])

def message(msg, color):

mesg = font\_style.render(msg, True, color)

dis.blit(mesg, [dis\_width / 6, dis\_height / 3])

def gameLoop():

game\_over = False

game\_close = False

x1 = dis\_width / 2

y1 = dis\_height / 2

x1\_change = 0

y1\_change = 0

snake\_list = []

length\_of\_snake = 1

foodx = round(random.randrange(0, dis\_width - snake\_block) / 10.0) \* 10.0

foody = round(random.randrange(0, dis\_height - snake\_block) / 10.0) \* 10.0

while not game\_over:

while game\_close == True:

dis.fill(blue)

message("You Lost! Press Q-Quit or C-Play Again", red)

our\_snake(snake\_block, snake\_list)

pygame.display.update()

for event in pygame.event.get():

if event.type == pygame.KEYDOWN:

if event.key == pygame.K\_q:

game\_over = True

game\_close = False

if event.key == pygame.K\_c:

gameLoop()

for event in pygame.event.get():

if event.type == pygame.QUIT:

game\_over = True

if event.type == pygame.KEYDOWN:

if event.key == pygame.K\_LEFT:

x1\_change = -snake\_block

y1\_change = 0

elif event.key == pygame.K\_RIGHT:

x1\_change = snake\_block

y1\_change = 0

elif event.key == pygame.K\_UP:

y1\_change = -snake\_block

x1\_change = 0

elif event.key == pygame.K\_DOWN:

y1\_change = snake\_block

x1\_change = 0

if x1 >= dis\_width or x1 < 0 or y1 >= dis\_height or y1 < 0:

game\_close = True

x1 += x1\_change

y1 += y1\_change

dis.fill(blue)

pygame.draw.rect(dis, white, [foodx, foody, snake\_block, snake\_block])

snake\_head = []

snake\_head.append(x1)

snake\_head.append(y1)

snake\_list.append(snake\_head)

if len(snake\_list) > length\_of\_snake:

del snake\_list[0]

for x in snake\_list[:-1]:

if x == snake\_head:

game\_close = True

our\_snake(snake\_block, snake\_list)

pygame.display.update()

if x1 == foodx and y1 == foody:

foodx = round(random.randrange(0, dis\_width - snake\_block) / 10.0) \* 10.0

foody = round(random.randrange(0, dis\_height - snake\_block) / 10.0) \* 10.0

length\_of\_snake += 1

clock.tick(snake\_speed)

pygame.quit()

quit()

gameLoop()