**Break down this problem of building the snake game into seven separate steps.**

1. The first step is to create a snake body, by creating three squares on the screen, all lined up next to each other.

2. And then figure out how to move the snake, moves forward and all we have to do is tell it to change direction.

3. And, figure out how to control the snake using keyboard controls. Using the up, left, down, and right arrow keys to move the snake across the screen.

4. Putting some food onto the screen and started to detect the collision with the food so that once the snake hits the food, then a new piece of food gets created randomly on the screen at some sort of random location.

5. Keeping track of the score and creating a scoreboard. The score automatically updates.

6. When the game should end. So one of the cases when the game should end is when the snake has collided with the wall. And at this point we should see game over, show up on screen and the snake should no longer move.

7. The other reason end game is when the snake has collided with its own tail. So the snake basically can't chase his own tail. And as the snake gets longer, this problem is more likely to occur. And when their head hits any part of the body of the snake, then it's again, game over. So these are the seven steps that it takes to create the snake game.