1. Design
   Improve the designs of the snakes to make them more appealing. Currently, they are rendered as squares, but it would be better to make them resemble actual snakes. This could be implemented by changing the lines in Game.js that render the snake to create a more natural look, like a line with rounded corners and a head at the front.
2. Food
   Variations in the type of food rendered would make the game more interesting and random. In addition, the different types of food could have different point values, so a multiplayer game would be more exciting. This could be implemented by adding a random element to the lines rendering the food in order to choose a random image and render it as the food.
3. Game Modes
   Adding different game modes for multiplayer action would make the game more interesting due to the variety. For example, in a Battle Royale mode, all the snakes could compete to kill each other, with the last snake standing winning. This is similar to the implementation already in place, but would not involve the food. Another mode could be a race, with obstacles randomly appearing on the screen and scrolling past as the snakes move through the screens. This could be implemented by having a generator for obstacles that moves it further and further left before it disappears off the screen. Team mode would be another, more collaborative mode that allows multiple players to team up to get the most food before the timer ends. This could be implemented by having a timer to count down and displaying it on the screen and having a random element sort the players into teams in the beginning. Yet another mode could be Tag mode, where one player chases after the others in order to make them the tagger. This could be implemented by having collision detection switch the tagged variables between snakes.
4. Screen Order Manipulation
   If one wants to add a new screen to the middle, one has to restart all the screens after it in the intended order. To make this easier, one could make a request to the server when opening the screen that shifts the viewsync in order to make space for the new screen. This could be implemented by altering the code in server.js that updates the number of screens to account for the intended position.
5. Sound
   Unlike the Pong game, I did not see any sound files in the code. Music makes a game more immersive, so it would be a good idea to add that. This could be implemented by having the speaker play sound when a snake dies or eats a food, similar to how it exists in Galaxy Pong.