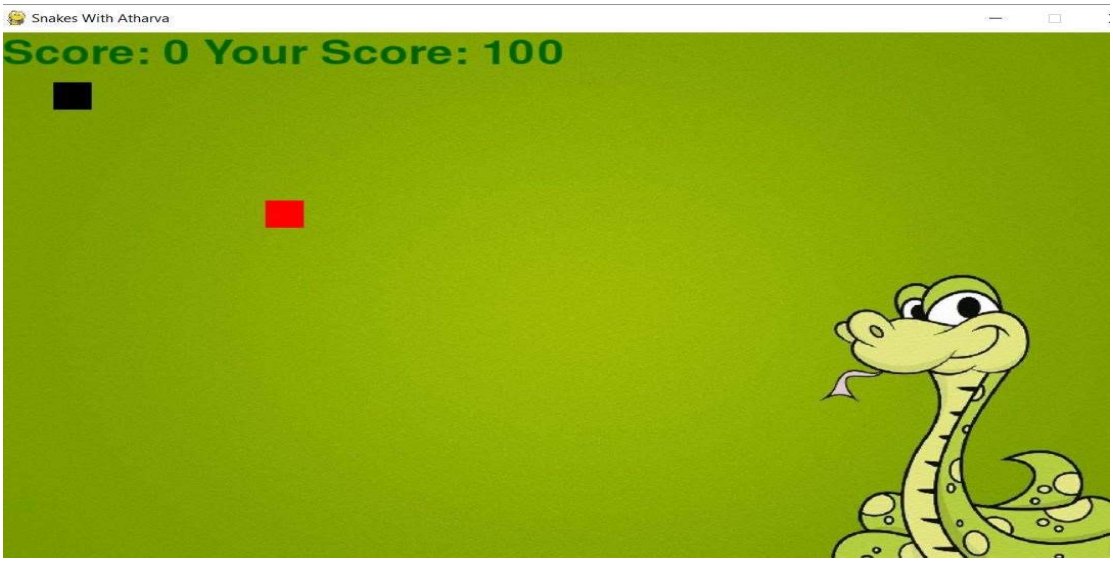
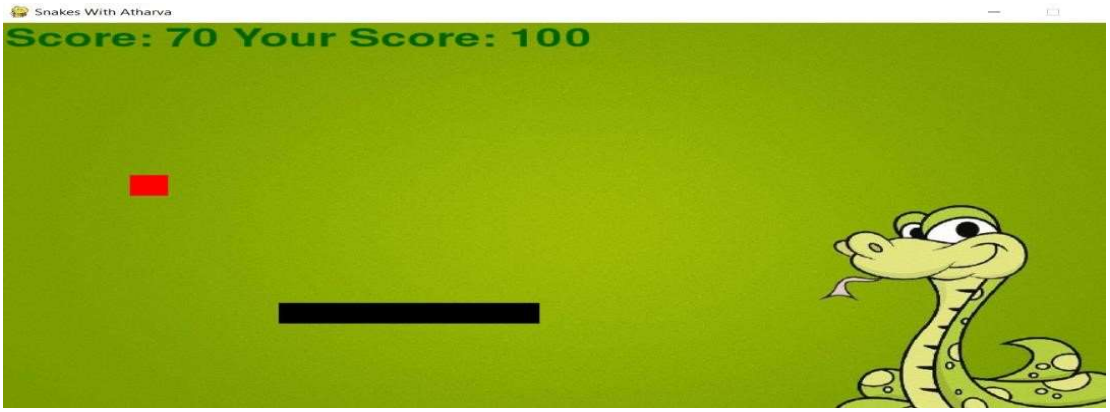
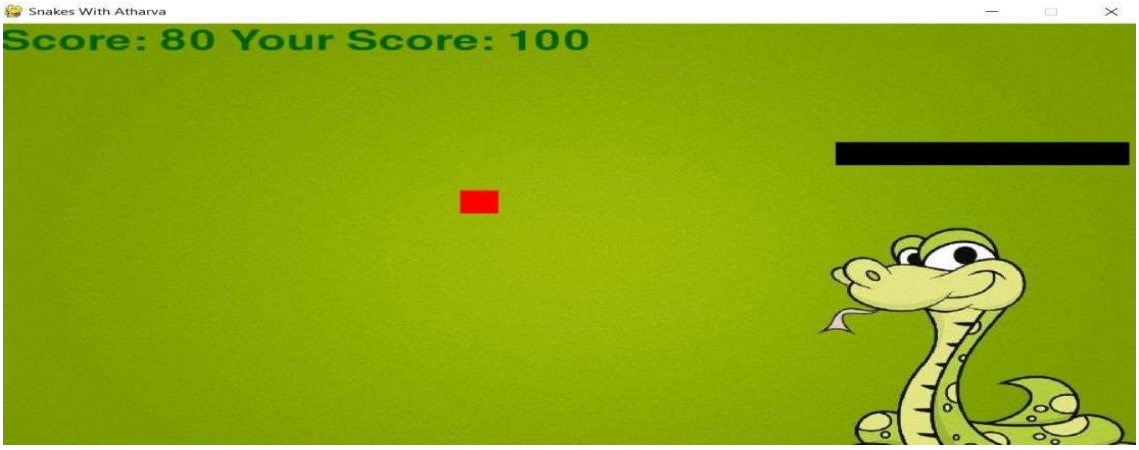
SIMULATION

This is the main menu of the game

Foods are provided at the several co-ordinates of the screen for the snake to eat.



The snake triggers to eat the food. Every time the snake eats the food, it's length increases.



If the snake touches itself or the border of the game then the game will be over!