

Game

score: integer
_squareSize: integer 20

saveGame()
getPreviousSnakes(integer): JSON object

Snake

type: string [pc / npc]
state: string [alive / dead]
direction: string [left / right / up / down]
segments: array
directionHistory: array
speed: integer

changeDirection(string)

Rat

type: string [current / old]
location: object
locationHistory: multidimensional object

respawn(object)

