from turtle import Screen  
from snake import Snake  
from food import Food  
from scoreboard import Scoreboard  
import time  
  
screen = Screen()  
screen.setup(width=600, height=600)  
screen.bgcolor("black")  
screen.title("My Snake Game")  
screen.tracer(0) # Turn off automatic animation  
  
snake = Snake()  
food = Food()  
scoreboard = Scoreboard()  
  
screen.listen()  
screen.onkey(snake.up, "Up")  
screen.onkey(snake.down, "Down")  
screen.onkey(snake.left, "Left")  
screen.onkey(snake.right, "Right")  
game\_is\_on = True  
while game\_is\_on:  
 screen.update()  
 time.sleep(0.1) # Controls the speed of the snake  
 snake.move()  
  
 if snake.head.distance(food) < 15:  
 food.refresh()  
 snake.extend()  
 scoreboard.increase\_score()  
  
 if snake.head.xcor() > 280 or snake.head.xcor() <-280 or snake.head.ycor() > 280 or snake.head.ycor() <-280:  
 scoreboard.reset()  
 snake.reset()  
  
 for segment in snake.segments[1:]:  
 if segment == snake.head:  
 pass  
 elif snake.head.distance(segment) < 10:  
 scoreboard.reset()  
 snake.reset()