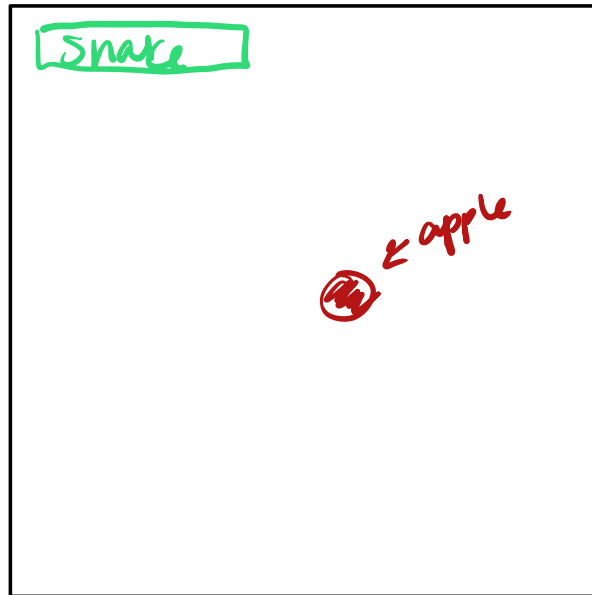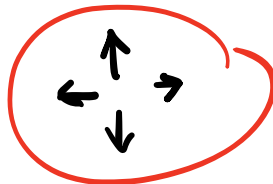# \<h1\> Snakes \</h1\>

Score : 0

Snake

\<apple

high scores :
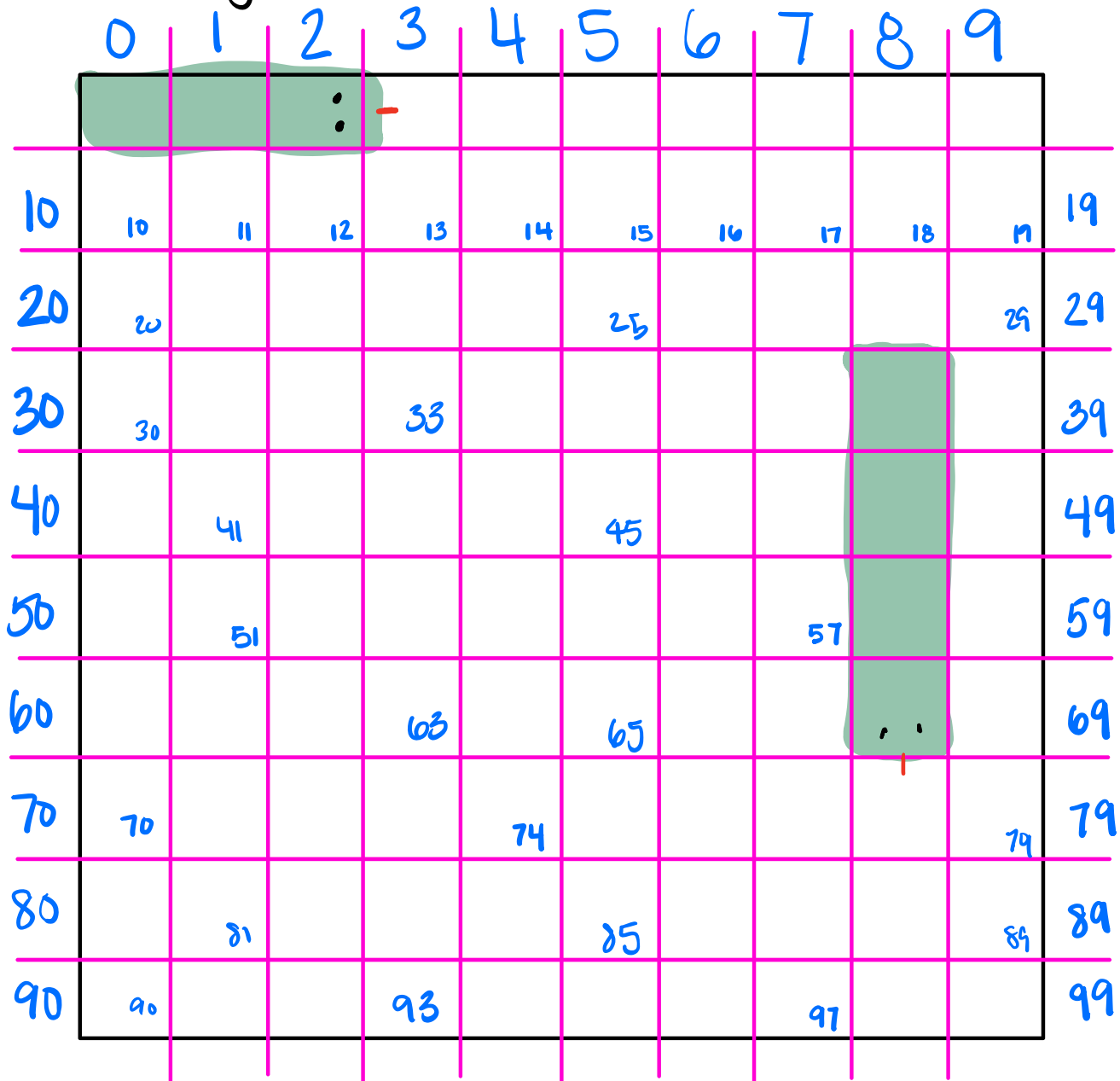
Buttons first
then try key input

Goals:

- Learn how to move the snake/animate
- Learn how to use key strokes
- make it look pretty

GRID SETUP

Starting Position = [2, 1, 0]

grid = 10 × 10

	0	1	2	3	4	5	6	7	8	9
10	10	11	12	13	14	15	16	17	18	19
20	20					25				29
30	30			33						39
40		41				45				49
50		51						57		59
60				63		65				69
70	70				74				79	79
80		81				85			89	89
90	90		93					97		99

$0 \leq Snake[0] \leq 99$

↑
Snake head

New Position
[68, 58, 48, 39]

lose conditions

- snake bits itself

  $snake[0] \neq snake[i]$

- snake hits border

  $snake[0] \neq 100$

Bonus:

- A stage or level that looks like Nokia game
- Make a stage using canvas
- Local.storage for High scores
- A pause feature