

Logic of my snake game !!

1. if the snake collides →

we stop the music

Play the sound of game over

Reset the snake to single size

When is it considered to be collided ?

If the snake bumps into itself →

If any part of the body is hit by the head

```
for (let i = 1; i < snakeArr.length; i++) {
    if(snake[i].x === snake[0].x && snake[i].y === snake[0].y){
        return true;
        // if any part of the array collides with head of the snake
        // it means we have collided    }
```

When the snake collides with any of the 4 walls

2. If the snake consumes the food→

We get to know this by matching the x coordinate of snake head and x coordinate of food as well as y coordinate of snake and y coordinate of food

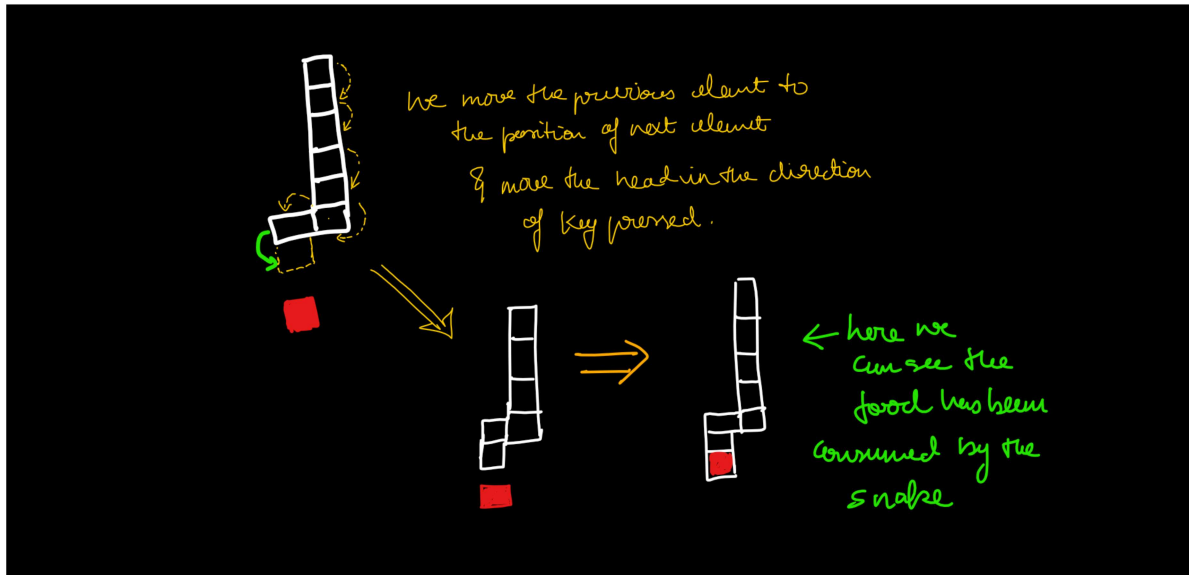
If they match, that means the food has been consumed by the snake .

1.We increase the score by one;

2.Unshift the array and add one more block to increase the size of the array

3. How to move the entire snake →

Here what we do is we shift every prev element to its next element position and place / move the head in the direction of key pressed by the user



```

    for (let i = snakeArr.length - 2; i >= 0; i--) {
        snakeArr[i+1] = {...snakeArr[i]}; //... is used to create
new obj to avoid refe problem
    }

    snakeArr[0].x += inputDir.x;
    snakeArr[0].y += inputDir.y;

```