**README**

Snake, the classic arcade game in which a player uses arrow keys to collect food and deviate from the walls. The player can start the game by pressing the space bar. The snake grows as it feeds on the food and the score increases as it eats. When the snake collides with the wall or with itself, the score is reset and the snake goes back to the size it was initially when the game started. Additionally, the previous score of the user is updated as well.

**Getting Started**

To start playing the game, open index.html

**How to play?**

1. Press space bar to start the game.
2. Use arrow keys to navigate the snake on the board.
3. The snake can feed on the food and the snake grows as it feeds.
4. The score is updated as the snake feeds on the food.
5. When the snake collides with itself or with the wall, the score is reset to 0 and the game is reset as well.
6. Also, previous score of the player is displayed.

**Incomplete Enhancements**

1. The player can choose to randomly place a snake on the board. Depending on the position of the snake, the food will be placed and the user can start playing the game. I have only implemented the placement of the snake.

**Future Enhancements**

1. Speed up the snake depending on the score. Example: if the score is 0, the speed is slow. If the score is 10, the speed is medium. If score is 20, the speed is high.
2. Place rewards in the game randomly to score more points.
3. Have different difficulty levels.
4. Improve graphics by using images of snake/food/background.