

```
import pygame
import time
import random

# Initialize Pygame
pygame.init()

# Define colors
WHITE = (255, 255, 255)
YELLOW = (255, 255, 102)
BLACK = (0, 0, 0)
RED = (213, 50, 80)
GREEN = (0, 255, 0)
BLUE = (50, 100, 100)
GREY = (169, 169, 169)

# Screen dimensions
WIDTH = 600
HEIGHT = 400

screen = pygame.display.set_mode((WIDTH, HEIGHT))
pygame.display.set_caption('Snake Game with Obstacles')

# Game settings
clock = pygame.time.Clock()
SNAKE_BLOCK = 10
SNAKE_SPEED = 10

# Fonts
font_style = pygame.font.SysFont("bahnschrift", 25)
score_font = pygame.font.SysFont("comicsansms", 35)

# Score display function
def show_score(score):
    value = score_font.render("Your Score: " + str(score), True, YELLOW)
    screen.blit(value, [0, 0])

# Draw snake function
def draw_snake(snake_segments):
    for segment in snake_segments:
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        pygame.draw.circle(screen, BLACK, (segment[0] + SNAKE_BLOCK // 2,
segment[1] + SNAKE_BLOCK // 2), SNAKE_BLOCK // 2)

# Display messages
def show_message(msg, color):
    message = font_style.render(msg, True, color)
    screen.blit(message, [WIDTH / 6, HEIGHT / 3])

# Draw obstacles
def draw_obstacles(obstacles):
    for obs in obstacles:
        pygame.draw.rect(screen, GREY, [obs[0], obs[1], SNAKE_BLOCK,
SNAKE_BLOCK])

# Main game function
def game_loop():
    game_over = False
    game_close = False

    x = WIDTH / 2
    y = HEIGHT / 2
    x_change = 0
    y_change = 0

    snake_segments = []
    snake_length = 1

    food_x = round(random.randrange(0, WIDTH - SNAKE_BLOCK) / 10.0) * 10.0
    food_y = round(random.randrange(0, HEIGHT - SNAKE_BLOCK) / 10.0) *
10.0

    # Central region for obstacles
    center_width_start = WIDTH // 3
    center_width_end = 2 * WIDTH // 3
    center_height_start = HEIGHT // 3
    center_height_end = 2 * HEIGHT // 3

    # Generate random obstacles
    obstacles = []
    for _ in range(10):

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        obs_x = round(random.randrange(center_width_start,
center_width_end - SNAKE_BLOCK) / 10.0) * 10.0
        obs_y = round(random.randrange(center_height_start,
center_height_end - SNAKE_BLOCK) / 10.0) * 10.0
        obstacles.append([obs_x, obs_y])

while not game_over:

    while game_close:
        screen.fill(BLUE)
        show_message("You Lost! Press Q-Quit or C-Play Again", RED)
        show_score(snake_length - 1)
        pygame.display.update()

        for event in pygame.event.get():
            if event.type == pygame.KEYDOWN:
                if event.key == pygame.K_q:
                    game_over = True
                    game_close = False
                if event.key == pygame.K_c:
                    game_loop()

    for event in pygame.event.get():
        if event.type == pygame.QUIT:
            game_over = True
        if event.type == pygame.KEYDOWN:
            if event.key == pygame.K_LEFT:
                x_change = -SNAKE_BLOCK
                y_change = 0
            elif event.key == pygame.K_RIGHT:
                x_change = SNAKE_BLOCK
                y_change = 0
            elif event.key == pygame.K_UP:
                y_change = -SNAKE_BLOCK
                x_change = 0
            elif event.key == pygame.K_DOWN:
                y_change = SNAKE_BLOCK
                x_change = 0

    if x >= WIDTH or x < 0 or y >= HEIGHT or y < 0:

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        game_close = True
    x += x_change
    y += y_change
    screen.fill(BLUE)

    # Draw food
    pygame.draw.circle(screen, GREEN, (int(food_x + SNAKE_BLOCK // 2),
int(food_y + SNAKE_BLOCK // 2)), SNAKE_BLOCK // 2)

    # Draw obstacles
    draw_obstacles(obstacles)

    # Update snake
    snake_head = [x, y]
    snake_segments.append(snake_head)

    if len(snake_segments) > snake_length:
        del snake_segments[0]

    for segment in snake_segments[:-1]:
        if segment == snake_head:
            game_close = True

    # Check collisions with obstacles
    for obs in obstacles:
        if x == obs[0] and y == obs[1]:
            game_close = True

    draw_snake(snake_segments)
    show_score(snake_length - 1)

    pygame.display.update()

    # Check if snake eats food
    if x == food_x and y == food_y:
        food_x = round(random.randrange(0, WIDTH - SNAKE_BLOCK) /
10.0) * 10.0
        food_y = round(random.randrange(0, HEIGHT - SNAKE_BLOCK) /
10.0) * 10.0
        snake_length += 1

```

```
clock.tick(SNAKE_SPEED)

pygame.quit()
quit()

game_loop()
```

The screenshot shows a code editor with a file named `snake_game.py`. The code is a Python script for a snake game using Pygame. It includes imports for `pygame`, `time`, and `random`. It initializes Pygame, defines colors, and sets screen dimensions. The code is partially visible, showing lines 1 through 21. A terminal window at the bottom shows the command `python -u "d:\3rd_sem\graphics\Snake_game_pyOpegl\tempCodeRunnerFile.py"` being executed, with output showing the pygame version and a message from the pygame community. A game window titled "Snake Game with Obstacles" is also visible, displaying "Your Score: 6" and a snake game in progress.

```
File Edit Selection View Go Run ... Search
snake_game.py 1 x
D: > 3rd_sem > graphics > Snake_game_pyOpegl > snake_game.py > ...
1 import pygame
2 import time
3 import random
4
5 # Initialize Pygame
6 pygame.init()
7
8 # Define colors
9 WHITE = (255, 255, 255)
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16
17 # Screen dimensions
18 WIDTH = 600
19 HEIGHT = 400
20
21 screen = pygame.display.set_mode((WIDTH, HEIGHT))
22 pygame.display.set_caption('Snake Game with Obstacles')
23
24 # Snake
25 snake_x = 50
26 snake_y = 100
27 snake_x_list = []
28 snake_y_list = []
29 snake_x_list.append(snake_x)
30 snake_y_list.append(snake_y)
31
32 # Obstacles
33 obstacles_x = []
34 obstacles_y = []
35
36 # Food
37 food_x = 100
38 food_y = 100
39
40 # Game loop
41 game_loop()
42
43 # Quit
44 pygame.quit()
45 quit()
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL

PS C:\Users\ashuy> python -u "d:\3rd_sem\graphics\Snake_game_pyOpegl\tempCodeRunnerFile.py"

pygame 2.6.0 (SDL 2.28.4, Python 3.10.0)

Hello from the pygame community. <https://www.pygame.org/contribute.html>

PS C:\Users\ashuy> python -u "d:\3rd_sem\graphics\Snake_game_pyOpegl\snake_game.py"

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