# Board object/interface

Simple it keeps the height and width of the field, it should have each space either be empty or have a specific object in it. It should also have a print and update board.

# Snake class

this class will keep track of how many dots it has eaten, it's size, it's position, it will also have 4 move options, I think it should also have a good or bad move function.

# dot class

very simple, has it's position and probably random generate position.

# nnet

this is where the ai part goes, it should be used to help find what move the snake should take, it might also help keep track of how good it is at doing this