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# import required modules
import turtle
import time
import random

delay = 0.1
score = 0
high_score = 0



# Creating a window screen
wn = turtle.Screen()
wn.title("Snake Game")
wn.bgcolor("blue")
# the width and height can be put as user's choice
wn.setup(width=600, height=600)
wn.tracer(0)

# head of the snake
head = turtle.Turtle()
head.shape("square")
head.color("white")
head.penup()
head.goto(0, 0)
head.direction = "Stop"

# food in the game
food = turtle.Turtle()
colors = random.choice(['red', 'green', 'black'])
shapes = random.choice(['square', 'triangle', 'circle'])
food.speed(0)
food.shape(shapes)
food.color(colors)
food.penup()
food.goto(0, 100)

pen = turtle.Turtle()
pen.speed(0)
pen.shape("square")
pen.color("white")
pen.penup()
pen.hideturtle()
pen.goto(0, 250)
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pen.write("Score : 0 High Score : 0", align="center",
                font=("candara", 24, "bold"))



# assigning key directions
def group():
        if head.direction != "down":
                head.direction = "up"


def godown():
        if head.direction != "up":
                head.direction = "down"


def goleft():
        if head.direction != "right":
                head.direction = "left"


def goright():
        if head.direction != "left":
                head.direction = "right"


def move():
        if head.direction == "up":
                y = head.ycor()
                head.sety(y+20)
        if head.direction == "down":
                y = head.ycor()
                head.sety(y-20)
        if head.direction == "left":
                x = head.xcor()
                head.setx(x-20)
        if head.direction == "right":
                x = head.xcor()
                head.setx(x+20)



wn.listen()
wn.onkeypress(group, "w")
```

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wn.onkeypress(godown, "s")
wn.onkeypress(goleft, "a")
wn.onkeypress(goright, "d")

segments = []



# Main Gameplay
while True:
	wn.update()
	if head.xcor() > 290 or head.xcor() < -290 or head.ycor() > 290 or head.ycor() < -290:
		time.sleep(1)
		head.goto(0, 0)
		head.direction = "Stop"
		colors = random.choice(['red', 'blue', 'green'])
		shapes = random.choice(['square', 'circle'])
		for segment in segments:
			segment.goto(1000, 1000)
		segments.clear()
		score = 0
		delay = 0.1
		pen.clear()
		pen.write("Score : {} High Score : {} ".format(
			score, high_score), align="center", font=("candara", 24, "bold"))
	if head.distance(food) < 20:
		x = random.randint(-270, 270)
		y = random.randint(-270, 270)
		food.goto(x, y)

		# Adding segment
		new_segment = turtle.Turtle()
		new_segment.speed(0)
		new_segment.shape("square")
		new_segment.color("orange") # tail colour
		new_segment.penup()
		segments.append(new_segment)
		delay -= 0.001
		score += 10
		if score > high_score:
			high_score = score
		pen.clear()
		pen.write("Score : {} High Score : {} ".format(
			score, high_score), align="center", font=("candara", 24, "bold"))
```

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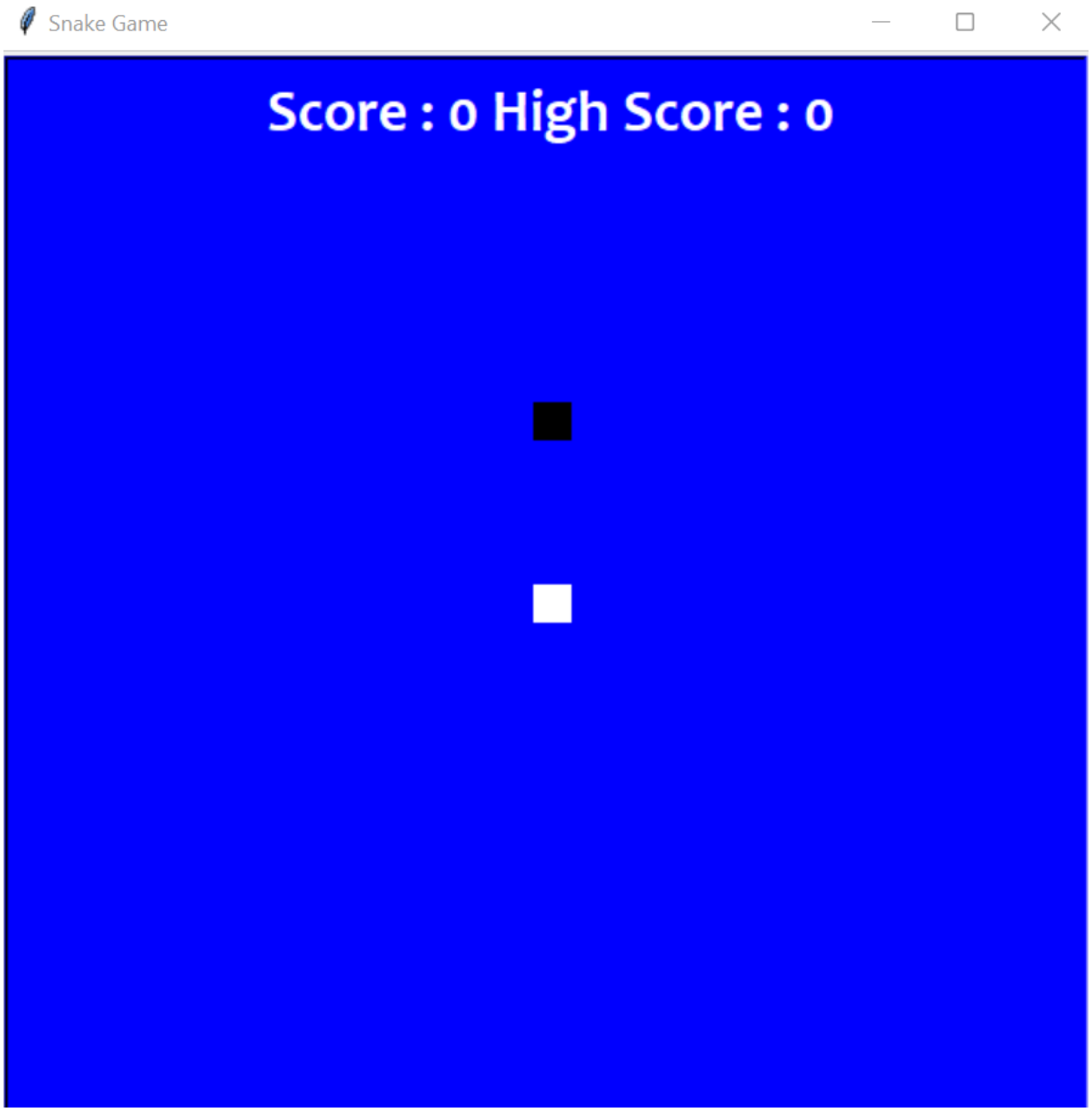
        # Checking for head collisions with body segments
        for index in range(len(segments)-1, 0, -1):
                x = segments[index-1].xcor()
                y = segments[index-1].ycor()
                segments[index].goto(x, y)
        if len(segments) > 0:
                x = head.xcor()
                y = head.ycor()
                segments[0].goto(x, y)
        move()
        for segment in segments:
                if segment.distance(head) < 20:
                        time.sleep(1)
                        head.goto(0, 0)
                        head.direction = "stop"
                        colors = random.choice(['red', 'blue', 'green'])
                        shapes = random.choice(['square', 'circle'])
                        for segment in segments:
                                segment.goto(1000, 1000)
                        segment.clear()

                        score = 0
                        delay = 0.1
                        pen.clear()
                        pen.write("Score : {} High Score : {} ".format(
                                score, high_score), align="center", font=("candara", 24, "bold"))
        time.sleep(delay)

wn.mainloop()
```


Snake Game
Score : 0 High Score : 0