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script Snake game-controller
function main ()
var Delay := 200
game → set score(0)

Plot snake
var x := 2
var y := 2

Snake. Tail
var Ox := 1
var Oy := 2

food x and y Co ordinates
var fx := math → random(5)
var fy := math → random(5)

game → start countdown(30000)
led → plot(Ox, Oy)
led → plot(x, y)
led → plot(fx, fy)

Start of programme
while game → current time > 0 do
    var valueDown := pins → digital read pin(P2)
    var valueRight := pins → digital read pin(P16)
    var valueUp := pins → digital read pin(P12)
    var valueLeft := pins → digital read pin(P8)

    if valueRight > 0 then
        led → unplot(Ox, Oy)
        led → unplot(x, y)
        Ox := x
        Oy := y
        x := x + 1
        if x > 4 then
            x := 0
        else add code here end if
        led → plot(Ox, Oy)
        led → plot(x, y)
        basic → pause(Delay)
    else add code here end if
    if valueLeft > 0 then
        led → unplot(Ox, Oy)
        led → unplot(x, y)
        Ox := x
        Oy := y
        x := x - 1
        if x < 0 then
            x := 4
        else add code here end if
        led → plot(Ox, Oy)
        led → plot(x, y)
        basic → pause(Delay)

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else add code here end if
if valueDown > 0 then
  led → unplot(0x, 0y)
  led → unplot(x, y)
  0x := x
  0y := y
  y := y + 1
  if y > 4 then
    y := 0
  else add code here end if
  led → plot(0x, 0y)
  led → plot(x, y)
  basic → pause(Delay)
else add code here end if
if valueUp > 0 then
  led → unplot(0x, 0y)
  led → unplot(x, y)
  0x := x
  0y := y
  y := y - 1
  if y < 0 then
    y := 4
  else add code here end if
  led → plot(0x, 0y)
  led → plot(x, y)
  basic → pause(Delay)
else add code here end if
if x = fx and y = fy then
  game → set score(game → score + 1)
  music → play tone(440, 100)
  fx := math → random(5)
  fy := math → random(5)
  led → plot(fx, fy)
else
  led → plot(fx, fy)
end if
if game → score > 10 and game → score < 20 then
  Delay := 100
else if game → score ≥ 20 then
  Delay := 50
else add code here end if
end while

Waits for the player to press FIRE to reset the game
basic → forever do
  var valueReset := pins → digital read pin(P15)
  if valueReset > 0 then
    control → reset
  else add code here end if
end
end function

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