```
import turtle
import random
import time
delay=0.1
score=0
high_score=0
sc=turtle.Screen()
sc.bgcolor("cyan")
sc.bgpic("20220323_070515_0000.png")
sc.title("Snake game by Tannu")
sc.tracer(0)

#Creating head
h=turtle.Turtle()
h.speed()
h.shape("square")
h.color("black")
h.shapesize(3,3)
h.penup()
h.goto(0,200)
h.direction="stop"
segment = []


#Creating food
f=turtle.Turtle()
f.speed(0)
f.shape("circle")
f.color("red")
```

```
f.penup()
f.shapesize(2,2)
f.goto(0,0)

#Scores
sr=turtle.Turtle()
sr.speed(0)
sr.shape("square")
sr.color("Black")
sr.penup()
sr.hideturtle()
sr.goto(0,965)
sr.write("Score:0 High Score:0",align="center",font=("Courier", 10, "normal"))
#Functions

def go_up():
                    h.direction="Up"
def go_down():
                    h.direction="Down"
def go_right():
                    h.direction="Right"
def go_left():
                    h.direction="Left"
def move():
   if h.direction == "Up":
      y = h.ycor()
      h.sety(y+20)
   if h.direction == "Down":
      y = h.ycor()
```

```
        h.sety(y-20)
    if h.direction == "Left":
        x = h.xcor()
        h.setx(x-20)
    if h.direction == "Right":
        x = h.xcor()
        h.setx(x+20)
sc.listen()
sc.onkeypress(go_up,"w")
sc.onkeypress(go_down,"p")
sc.onkeypress(go_right,"m")
sc.onkeypress(go_left,"e")
while True:
            sc.update()
            if h.xcor()>440 or h.xcor()<-440 or h.ycor()>860 or h.ycor()<-860:
                time.sleep(0.3)
                h.goto(0,0)
                h.direction="stop"
            if h.distance(f)<30:
                x=random.randint(-200,300)
                y=random.randint(-200,300)
                f.goto(x,y)
                new_segment = turtle.Turtle()
                new_segment.speed(0)
                new_segment.shape("square")
                new_segment.shapesize(3,3)
                new_segment.color("black")
                new_segment.penup()
                segment.append(new_segment)
```

```
                delay -=0.001
                score+=10
                if score>high_score:
                        high_score=score
                        sr.clear()
                        sr.write("Score:{} High
Score:{}".format(score,high_score),align="center",font=("Courier", 10, "normal"))
        for body in range(len(segment)-1,0,-1):
                x=segment[body-1].xcor()
                y=segment[body-1].ycor()
                segment[body].goto(x,y)

        if len(segment)>0:
                x=h.xcor()
                y=h.ycor()
                segment[0].goto(x,y)

        move()
        for segments in segment:
            if segments.distance(h)<20:
                time.sleep(1)
                h.goto(0, 0)
                h.direction = "stop"
                colors = random.choice(['red', 'blue', 'green'])
                shapes = random.choice(['square', 'circle'])
                for segments in segment:
                        segments.goto(900,900)
                segment.clear()
                score = 0
```

```
                delay = 0.1

                sr.clear()

                sr.write("Score : {} High Score{}".format(score,
high_score),align="center",font=("Courier",10, "normal"))

        time.sleep(0.1)
```