# 30 Sep 202 conversation with Gemini

Write a snake program

sparkGemini

content\_copy

import pygame  
import random  
  
# Initialize Pygame  
pygame.init()  
  
# Set screen dimensions  
screen\_width = 600  
screen\_height = 400  
screen = pygame.display.set\_mode((screen\_width, screen\_height))  
  
# Colors  
black = (0, 0, 0)  
white = (255, 255, 255)  
green = (0, 255, 0)  
red = (255, 0, 0)  
  
# Snake properties  
snake\_block = 10  
snake\_speed = 15  
  
# Font for displaying text  
font\_style = pygame.font.SysFont(None, 25)  
  
# Function to display the score  
def display\_score(score):  
    value = font\_style.render("Your Score: " + str(score), True, white)  
    screen.blit(value, [0, 0])  
  
# Function to draw the snake  
def draw\_snake(snake\_block, snake\_list):  
    for x in snake\_list:  
        pygame.draw.rect(screen, green, [x[0], x[1], snake\_block, snake\_block])  
  
# Main game loop  
def game\_loop():  
    game\_over = False  
    game\_close = False  
  
    x1 = screen\_width / 2  
    y1 = screen\_height / 2  
    x1\_change = 0  
    y1\_change = 0  
  
    snake\_list = []  
    snake\_length = 1  
  
    clock = pygame.time.Clock()  
  
    foodx = round(random.randrange(0, screen\_width - snake\_block) / 10.0) \* 10.0  
    foody = round(random.randrange(0, screen\_height - snake\_block) / 10.0) \* 10.0  
  
    while not game\_over:  
        while game\_close == True:  
            screen.fill(black)  
            message = font\_style.render("You Lost! Press Q-Quit or C-Play

[Use code with caution](https://g.co/legal/generative-code)

Sources

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