Phase 2 is completed on the snake game app. The snake will consume an apple and grow in length, with each end of the snaking being a different color so that users can differentiate the head from the tail. Like many games, the levels become more challenging the further the players progress. I’ve also settled on a grid size for the player. I realized that the larger the grid size, the longer the game will take to switch from easy to difficult. Phase 3 will be to polish my code and fix any remaining bugs in my game.

 