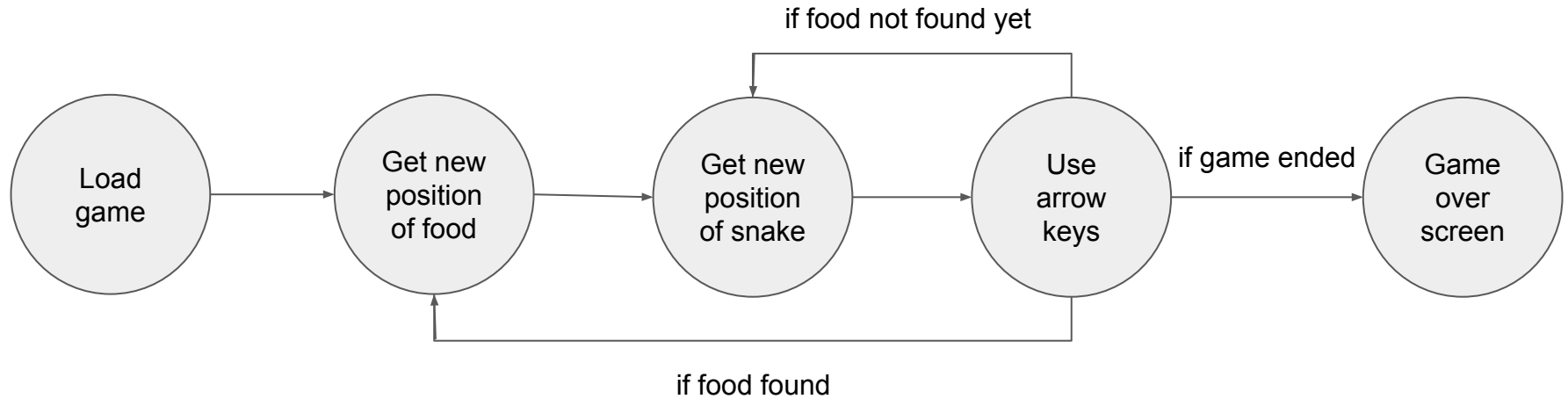
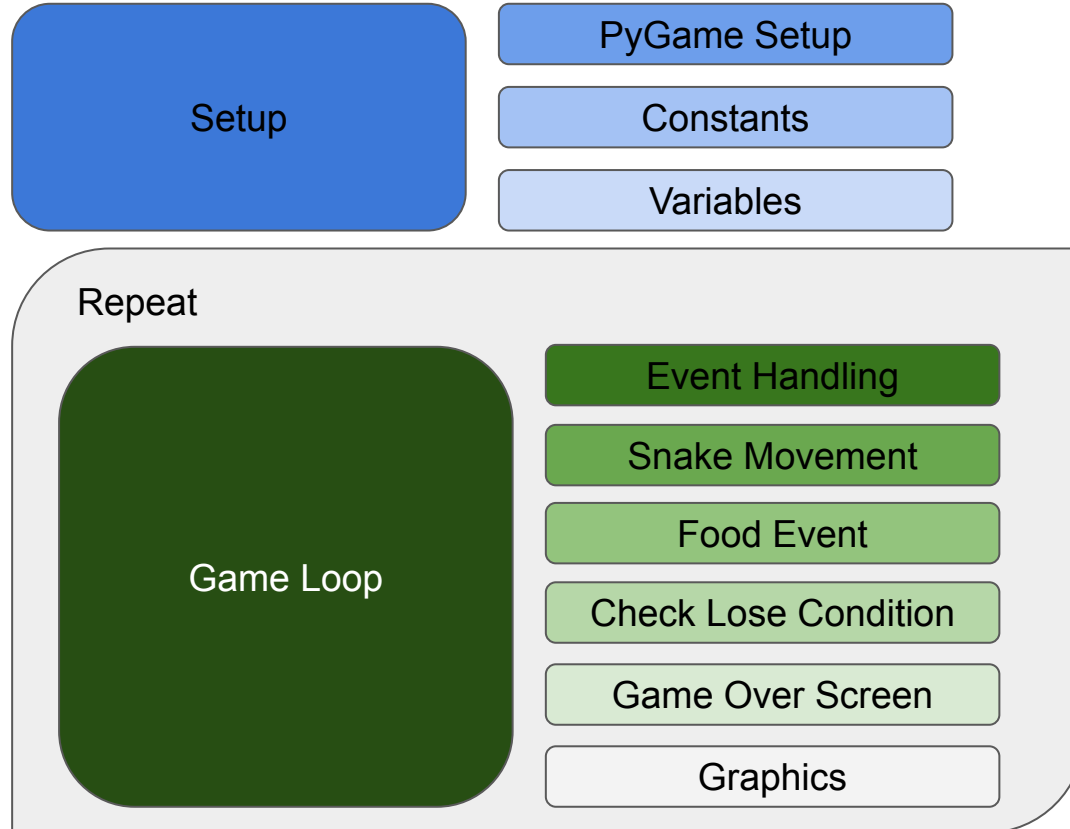


Schematic View of Snake

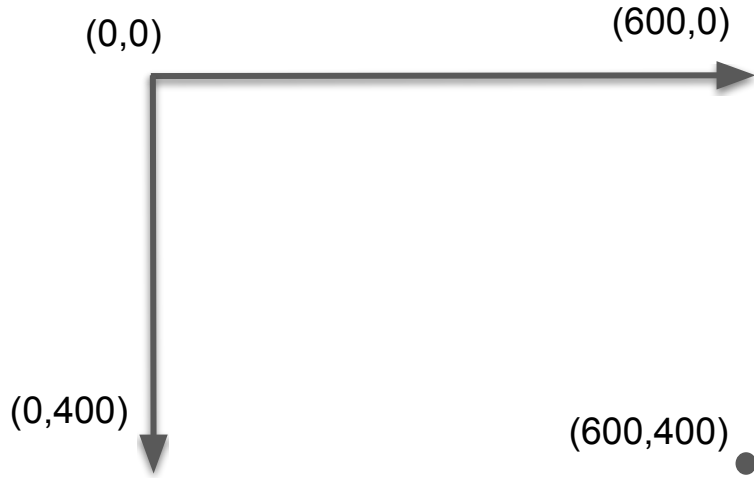


Implementation Design



Does the
order
matter?

PyGame Surface



`display.set_mode((SIZE_X, SIZE_Y))` - create the main Surface object with size `(SIZE_X, SIZE_Y)`

`display.set_caption(TEXT)` - set window title text as `TEXT`

`font.render(TEXT, True, COLOR)` - generate a Surface from `TEXT` with colour `COLOR`

`screen.fill(COLOR)` - fill the main Surface with the colour `COLOR`

`screen.blit(SURF, (X, Y))` - pastes `SURF` onto the main Surface at `(X, Y)`

`display.update()` - refresh the entire window with latest elements

`draw.rect(SURF, COLOR, (X, Y, SIZE_X, SIZE_Y))` - draw a `COLOR` rectangle on `SURF` at `(X, Y)` with size `(SIZE_X, SIZE_Y)`

Snake Attributes

- Leading coordinates (head)
 - Body coordinates
 - Body length
 - Current direction and velocity
-
- ★ Body length grows by 1 after consuming food
 - ★ Body coordinates are previous head coordinates

Food Attribute

- Coordinates
-
- ★ Randomly generated within the bounds of the screen