

Game

- int score
- int width
- int height
- int delay
- int direction
- list[int] snake_x
- list[int] snake_y
- int food_x
- int food_y
- bool game_over

- +__init__(self, width: int, height: int, delay: int)
- +init_game(self)
- +draw_border(self)
- +draw_snake(self)
- +draw_food(self)
- +display_score(self)
- +get_user_input(self)
- +move_snake(self)
- +check_collision(self)
- +game_loop(self)
- +start(self)