```html
<!DOCTYPE html>

<html lang="en">

<head>

<meta charset="utf-8" />

<title>Snake Game</title>

<style type="text/css">

body {text-align:center;}

canvas { border:7px dashed #4A4747 }

h1 { font-size:35px; text-align: center; margin: 0; padding-bottom: 25px; text-decoration: underline;
font-family: Geneva; color: #0520A5;}

</style>

<script type="text/javascript">

function play_game()

{

var level = 160; // Game level, by decreasing will speed up

var rect_w = 45; // Width

var rect_h = 30; // Height

var inc_score = 50; // Score

var snake_color = "#0520A5"; // Snake Color

var ctx; // Canvas attributes

var tn = []; // temp directions storage

var x_dir = [-1, 0, 1, 0]; // position adjusments

var y_dir = [0, -1, 0, 1]; // position adjusments

var queue = [];

var frog = 1; // defalut food

var map = [];

var MR = Math.random;

var X = 5 + (MR() * (rect_w - 10))|0; // Calculate positions

var Y = 5 + (MR() * (rect_h - 10))|0; // Calculate positions
```

```javascript
var direction = MR() * 3 | 0;

var interval = 0;

var score = 0;

var sum = 0, easy = 0;

var i, dir;

// getting play area

var c = document.getElementById('playArea');

ctx = c.getContext('2d');

// Map positions

for (i = 0; i < rect_w; i++)

{

map[i] = [];

}

// random placement of snake food

function random_snake()

{

var x, y;

do

{

x = MR() * rect_w|0;

y = MR() * rect_h|0;

}

while (map[x][y]);

map[x][y] = 1;

ctx.fillStyle = snake_color;

ctx.strokeRect(x * 10+1, y * 10+1, 8, 8);

}

// Default somewhere placement

random_snake();
```

```javascript
function set_game_speed()
{
if (easy)
{
X = (X+rect_w)%rect_w;
Y = (Y+rect_h)%rect_h;
}
--inc_score;
if (tn.length)
{
dir = tn.pop();
if ((dir % 2) !== (direction % 2))
{
direction = dir;
}
}
if ((easy || (0 <= X && 0 <= Y && X < rect_w && Y < rect_h)) && 2 !== map[X][Y])
{
if (1 === map[X][Y])
{
score+= Math.max(5, inc_score);
inc_score = 50;
random_snake();
frog++;
}
//ctx.fillStyle("#ffffff");
ctx.fillRect(X * 10, Y * 10, 9, 9);
map[X][Y] = 2;
queue.unshift([X, Y]);
```

```javascript
X+= x_dir[direction];

Y+= y_dir[direction];

if (frog < queue.length)

{

dir = queue.pop()

map[dir[0]][dir[1]] = 0;

ctx.clearRect(dir[0] * 10, dir[1] * 10, 10, 10);

}

}

else if (!tn.length)

{

var show_score = document.getElementById("show");

show_score.innerHTML = "You lose!<br /> <u>Your Score:</u> <b>"+score+"</b><br><br> Want to try
again?<br><br><input type='button' value='Play Again' onclick='window.location.reload();' />";

document.getElementById("playArea").style.display = 'none';

window.clearInterval(interval);

}

}

interval = window.setInterval(set_game_speed, level);

document.onkeydown = function(e) {

var code = e.keyCode - 37;

if (0 <= code && code < 4 && code !== tn[0])

{

tn.unshift(code);

}

else if (-5 == code)

{

if (interval)

{
```

```
window.clearInterval(interval);

interval = 0;

}

else

{

interval = window.setInterval(set_game_speed, 60);

}

}

else

{

dir = sum + code;

if (dir == 44||dir==94||dir==126||dir==171) {

sum+= code

} else if (dir === 218) easy = 1;

}

}

}

</script>

</head>

<body onload="play_game()">

<h1>Play Snake Game</h1>

<div id="show"></div>

<canvas id="playArea" width="450" height="300">Sorry your browser does not support HTML5. Try
using like Chrome or Firefox.</canvas>

</body>

</html>
```