# CIE202
# Project phase 1 report
# Team : 19

**Team members:**
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**Cell description:**

The game is somehow similar to pac-man game.

**Player:** moves with keyboard collecticting cheese and cherries while avoiding animes.

**Obstacle:** prevent the enemy or the player from moving throw it.

**EmptyCell**

**Enemy:** moves randomly in the grid; it takes a life from the player when they collide.

**LifeCell:** collectable, add a life to the player.

**CheeseCell:** non-mobile collectable, the player should collect all the cheese cells before going to the goal cell in order to win the game.

**Goal Cell:** final cell the player should be at after collecting all the cheese cell in order to win the game.

**EnemyBuster:** when the player collect it, it will freeze the anime for some time.

**CherryCell:** non-mobile collectable