# Volledig Pac-Man uitgelegd in details

<https://www.gamasutra.com/view/feature/132330/the_pacman_dossier.php?page=9>

# Understanding pacman ghost behaviour:

<http://gameinternals.com/post/2072558330/understanding-pac-man-ghost-behavior>

# PyGame tilemaps:

# <http://usingpython.com/pygame-tilemaps/>

# Game development tutorial in pygame:

<https://www.youtube.com/watch?v=ujOTNg17LjI&feature=youtu.be>

# Pyton/pygame game tutorial series

<https://2017-craven-webinar.readthedocs.io/en/latest/>

# Pacman project

<http://www.pygame.org/project-Pacman-426-4585.html>

# Pygame documentatie

<https://www.pygame.org/docs/>

# Implementatie algoritme spookjes op basis van array

<https://stackoverflow.com/questions/47896461/get-shortest-path-to-a-cell-in-a-2d-array-python>

<http://bryukh.com/labyrinth-algorithms/>

<https://www.geeksforgeeks.org/shortest-path-in-a-binary-maze/>

<https://stackoverflow.com/questions/22702097/solving-a-maze-using-recursion-in-python>