Pacman

Pacman consist in the yellow ball has to eat all the little coins. The ghosts will try to eat the yellow ball and kill it. Pacman will have three lives and it will begin for the level one.

Every time that pacman eat one coin, it will count in our pointer 10, every time that it will eat one white coin. We will have 50 and the ghost want to run away from pacman. If pacman eats one of this now, we will have 200 points more. The ghost will be scared of pacman during 7000 milliseconds, after that the ghost begin to blink 1000 milliseconds. This 1 second the ghost begin to run behind pacman again.

The speed of the ghosts will increase every time that our level is higher. The speed is lower also in the free gaps.

When we lose, it will present our score. Depend of

the points our score will be different.