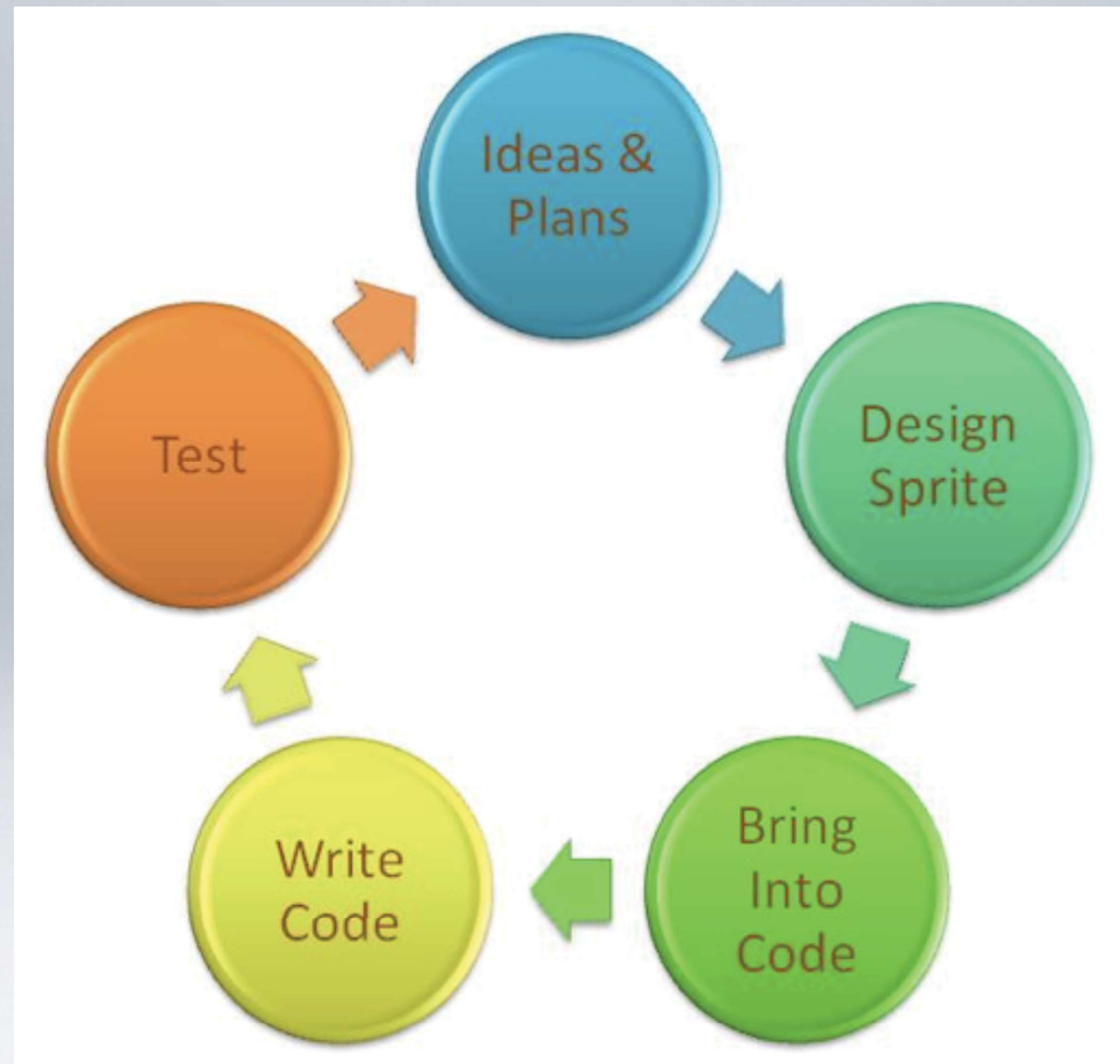


# HALLOWEEN IS COMING

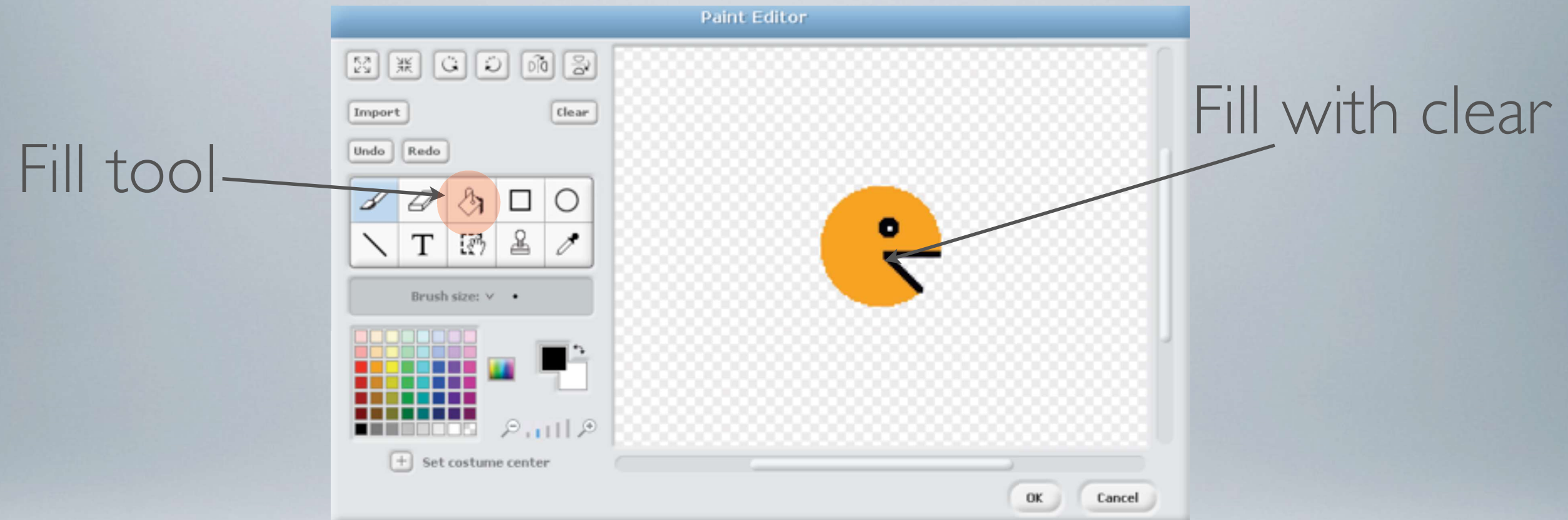
Lets catch some Ghosts!!!



# Development Cycle



# Draw PacMan

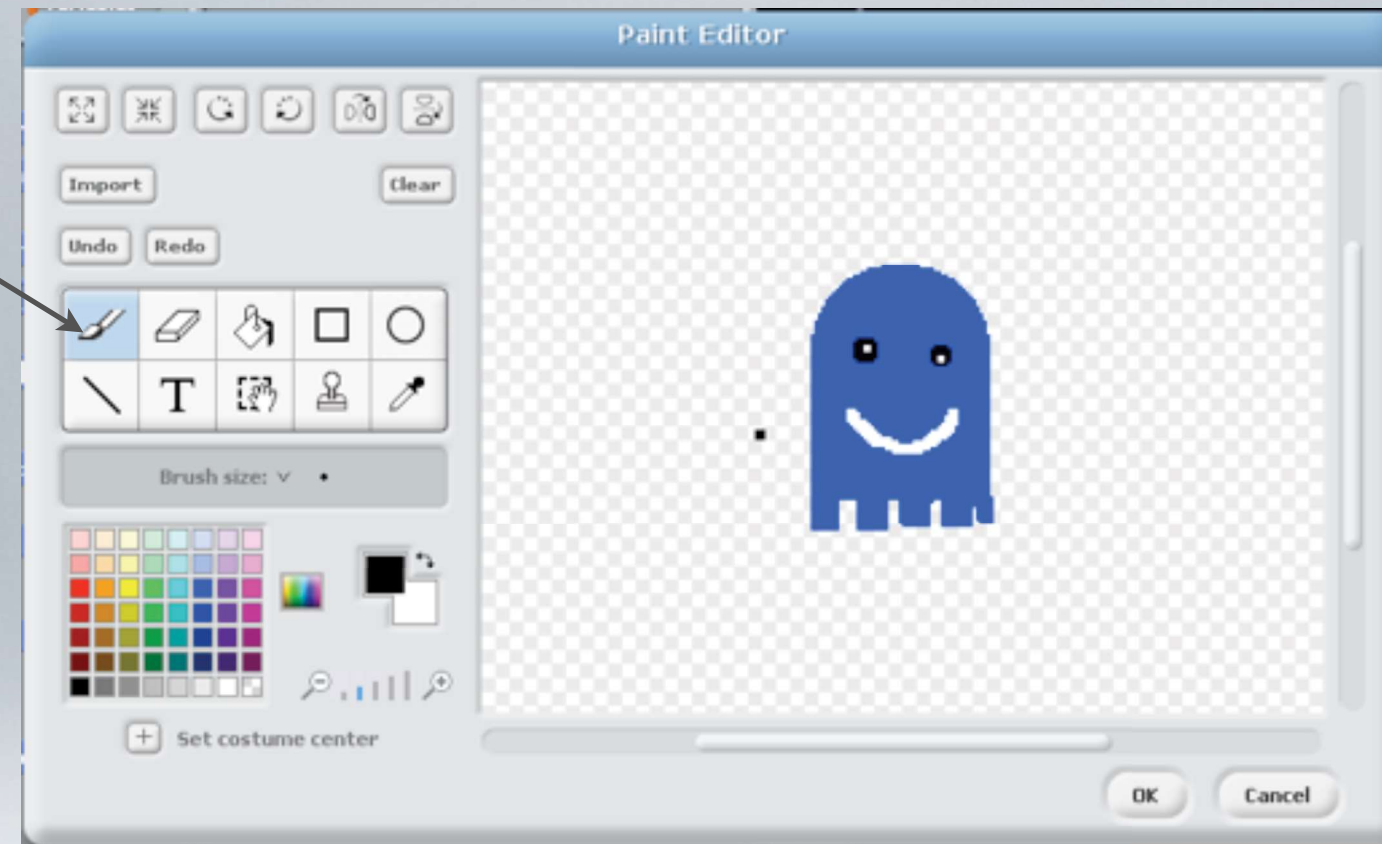


Use Circles and lines



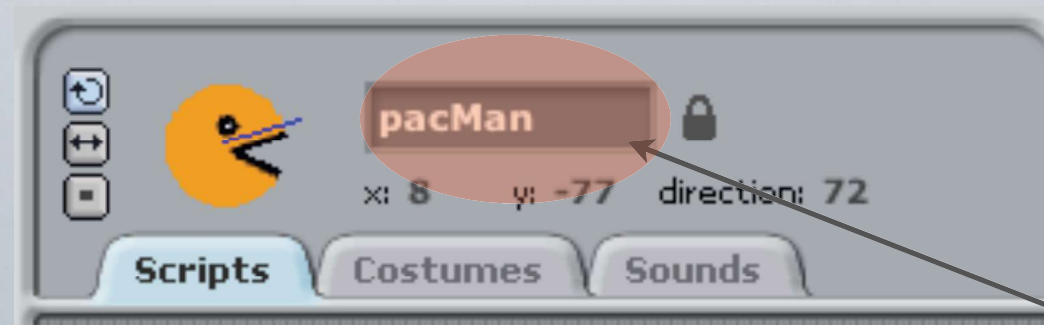
Draw one ghost  
(We can duplicate later)

Paintbrush



Use a rectangle, circle, and paint brush

# Follow the mouse



Name your  
Sprites

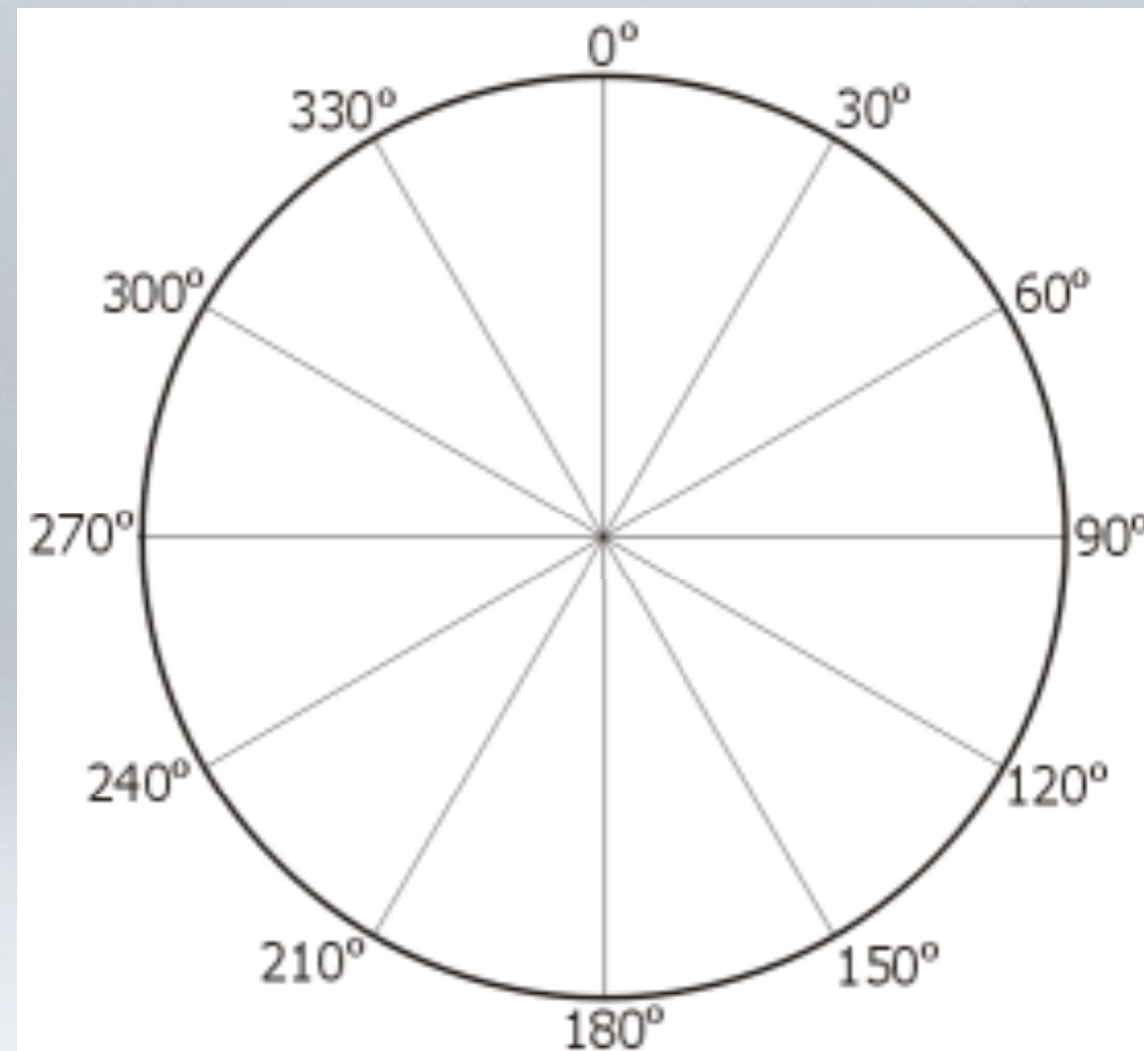


# Make the Ghost move Randomly



Why 360?

# 360 Degrees (all directions)



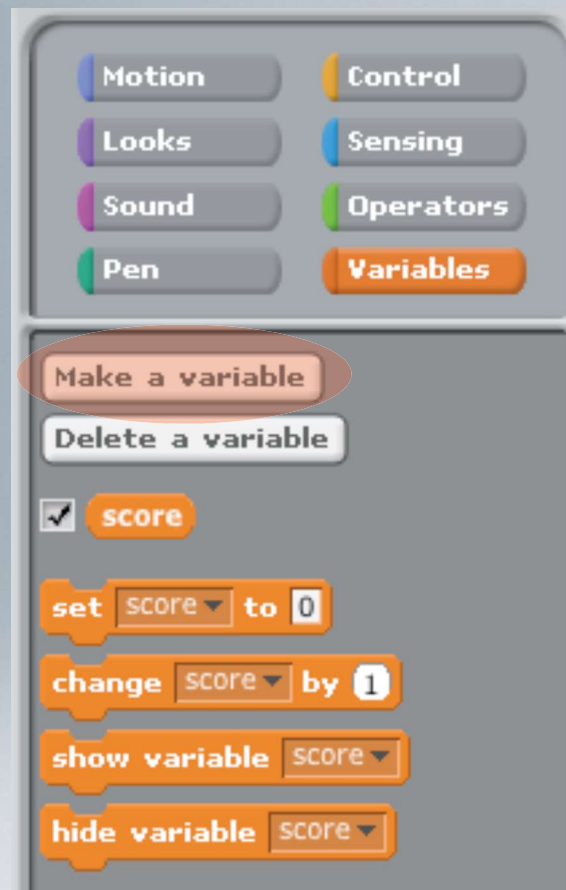


Make a variable

What is a variable?

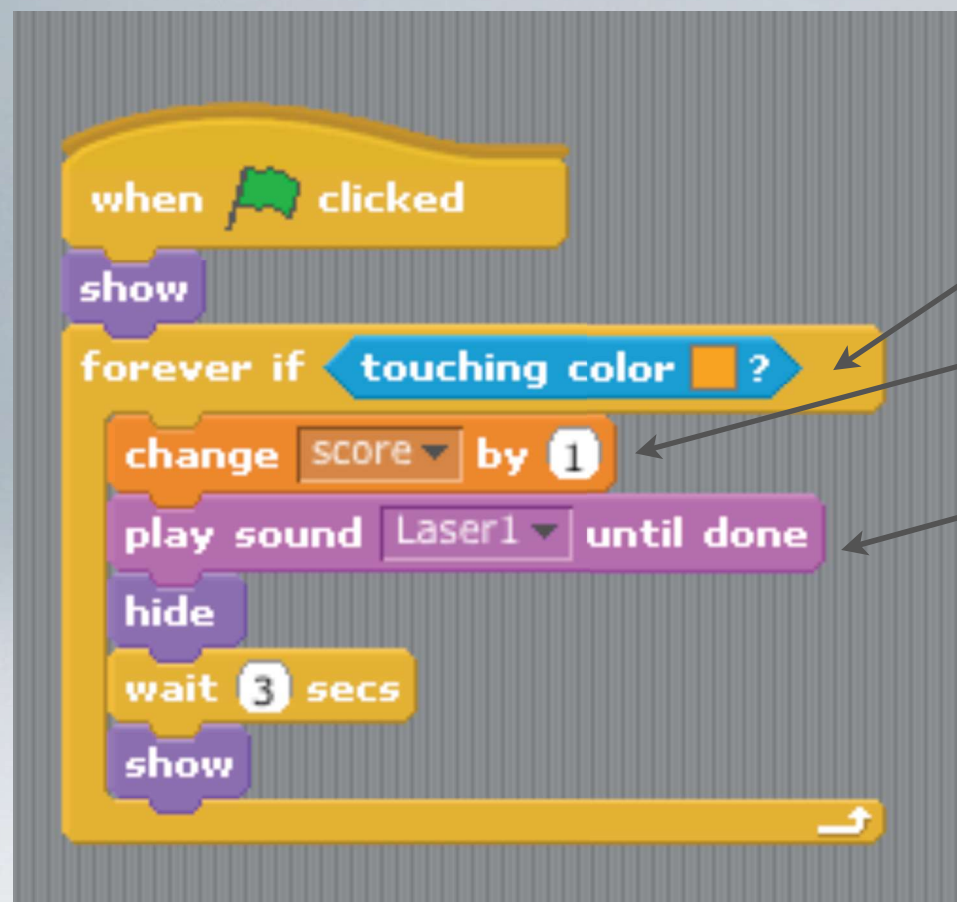
Where is a  
variable stored?

Why do we need  
it for our game?





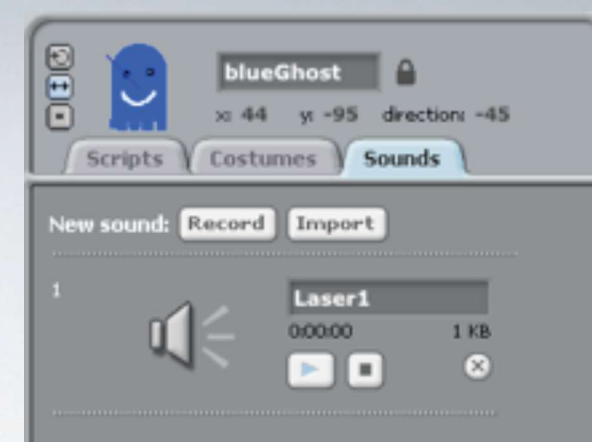
Make it count and make it loud



Keep checking IF

Keep score

Play a sound

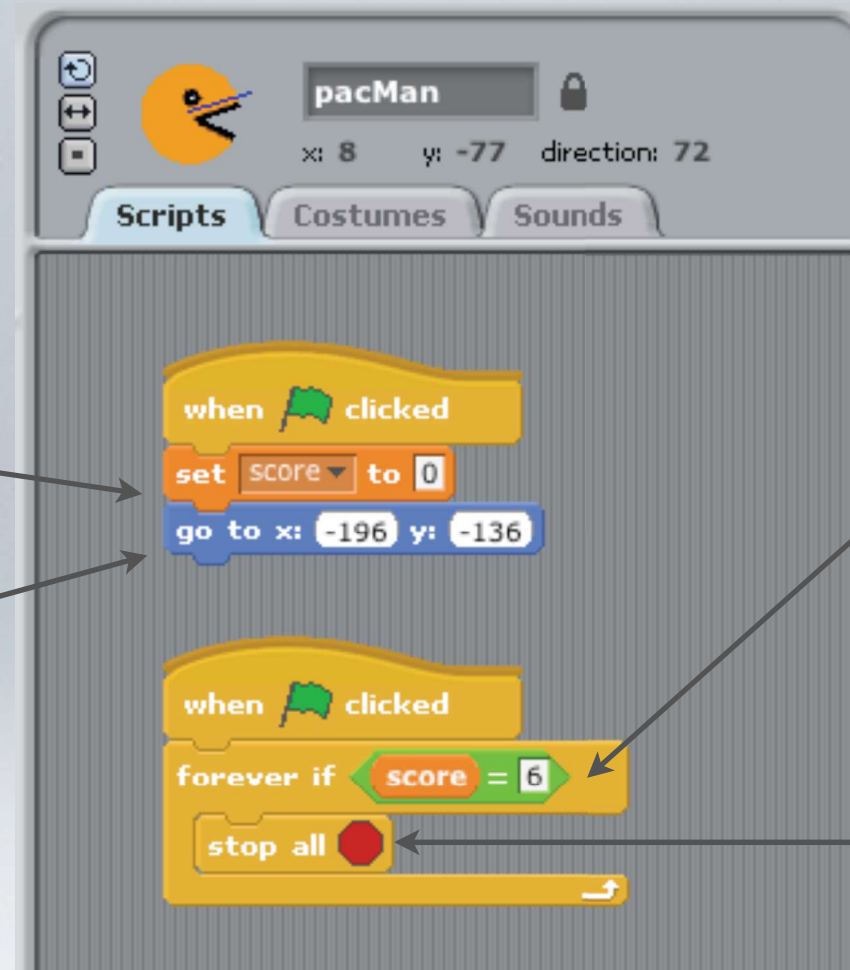


Import sound first!!!

## Set up Start and Finish

Reset score for  
game start

Give pacMan  
a place to start



Say when  
to finish

Tell game to  
STOP

# Duplicate the Ghost



Name them



Edit to make  
them look different