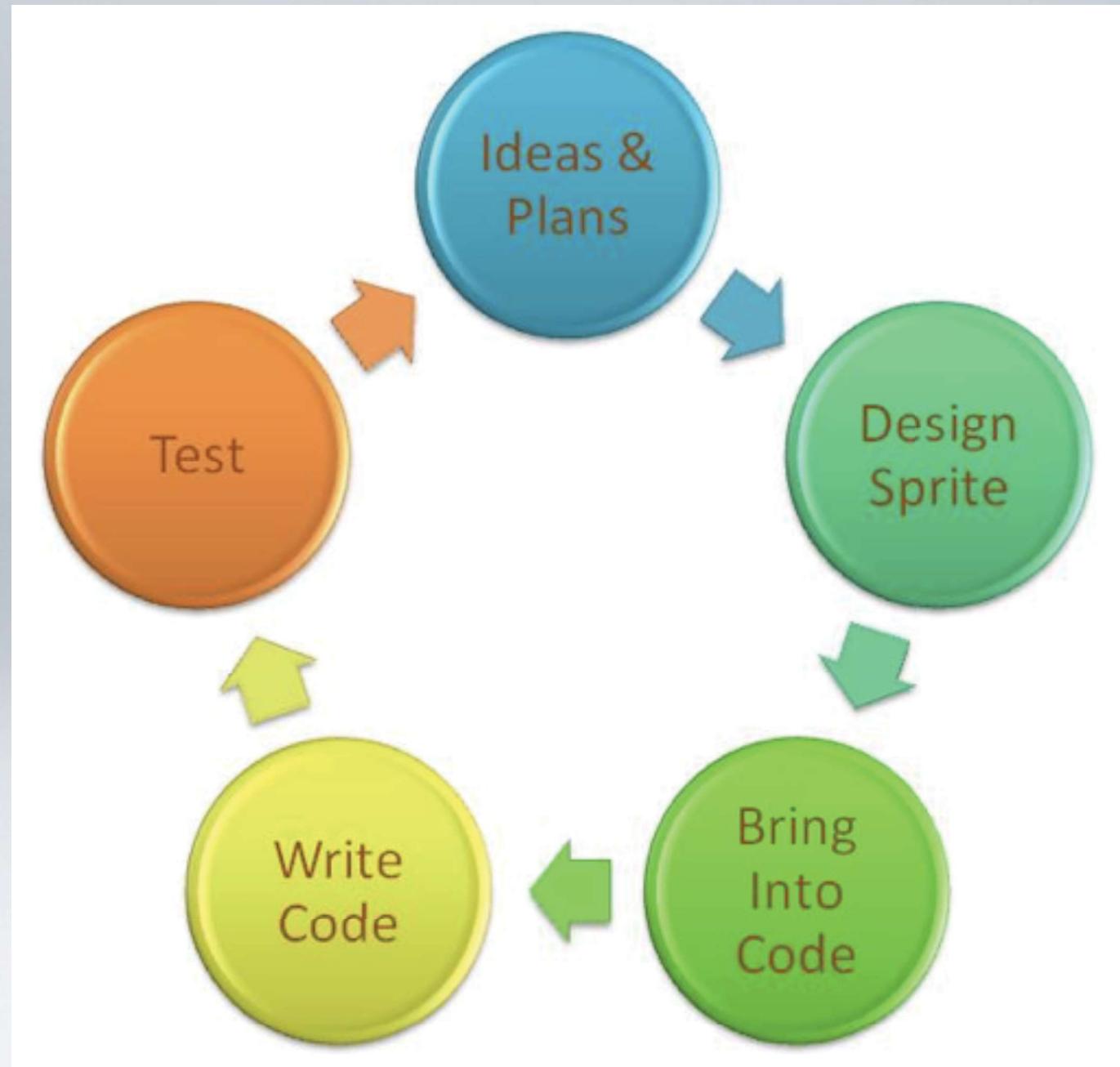


HALLOWEEN IS COMING

Lets catch some Ghosts!!!

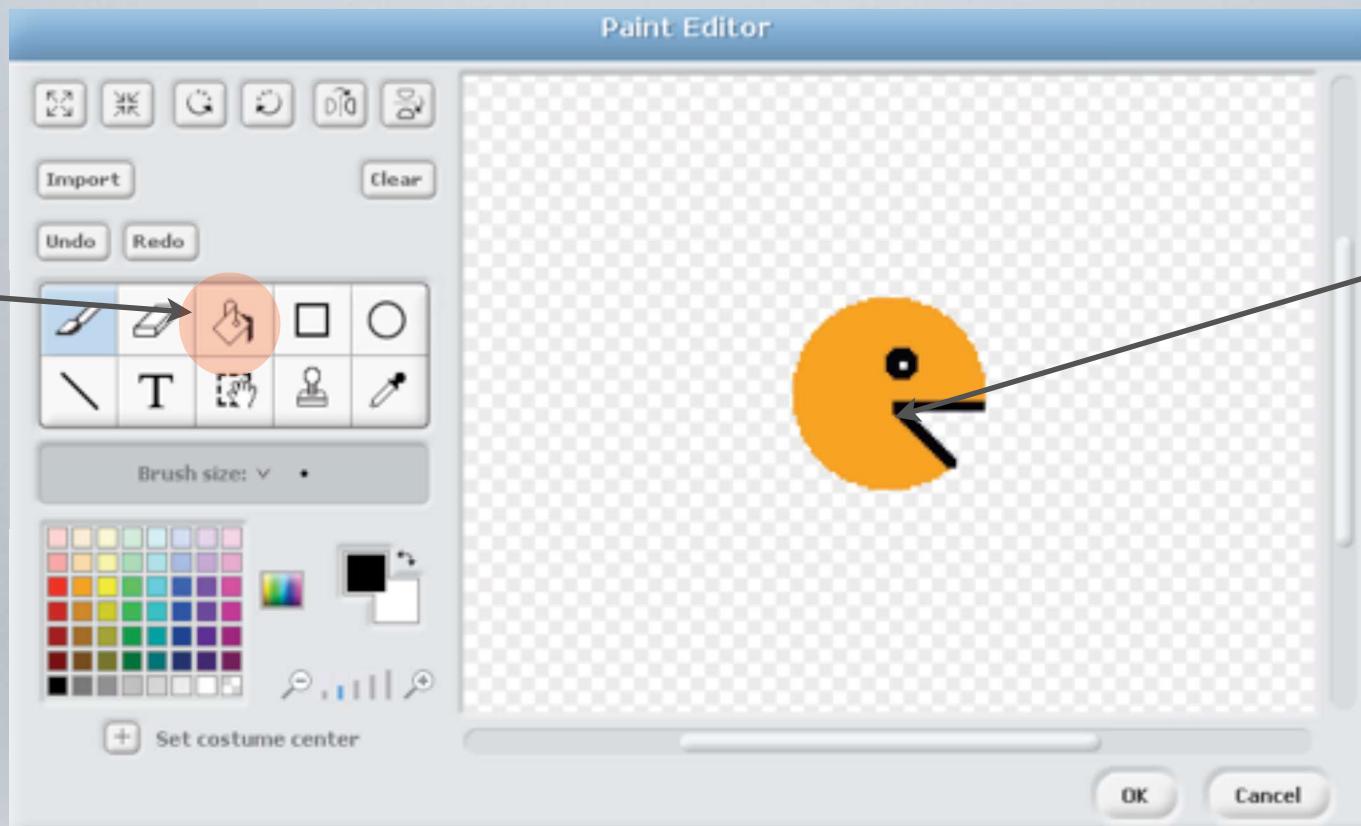


Development Cycle



Draw PacMan

Fill tool

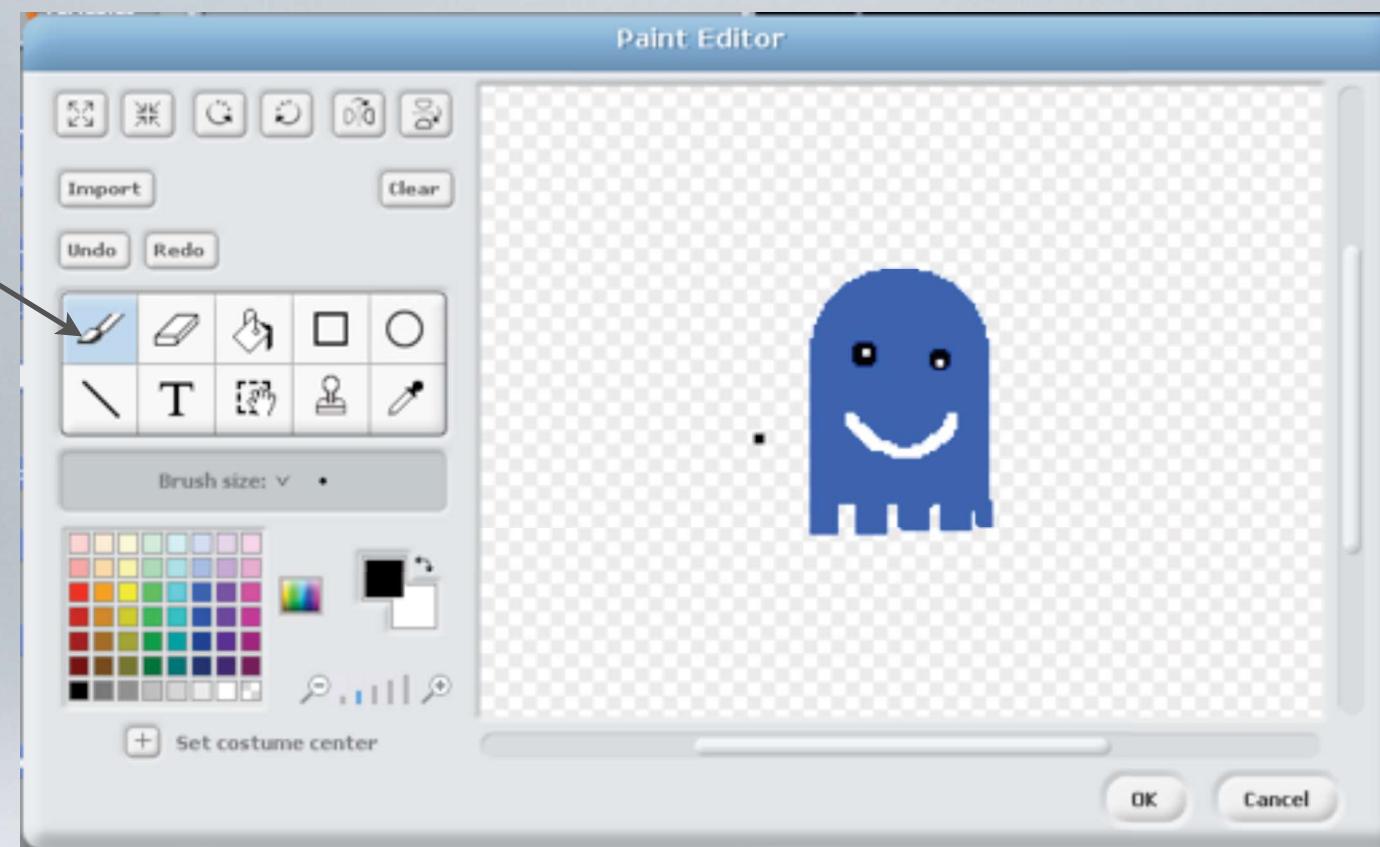


Fill with clear

Use Circles and lines

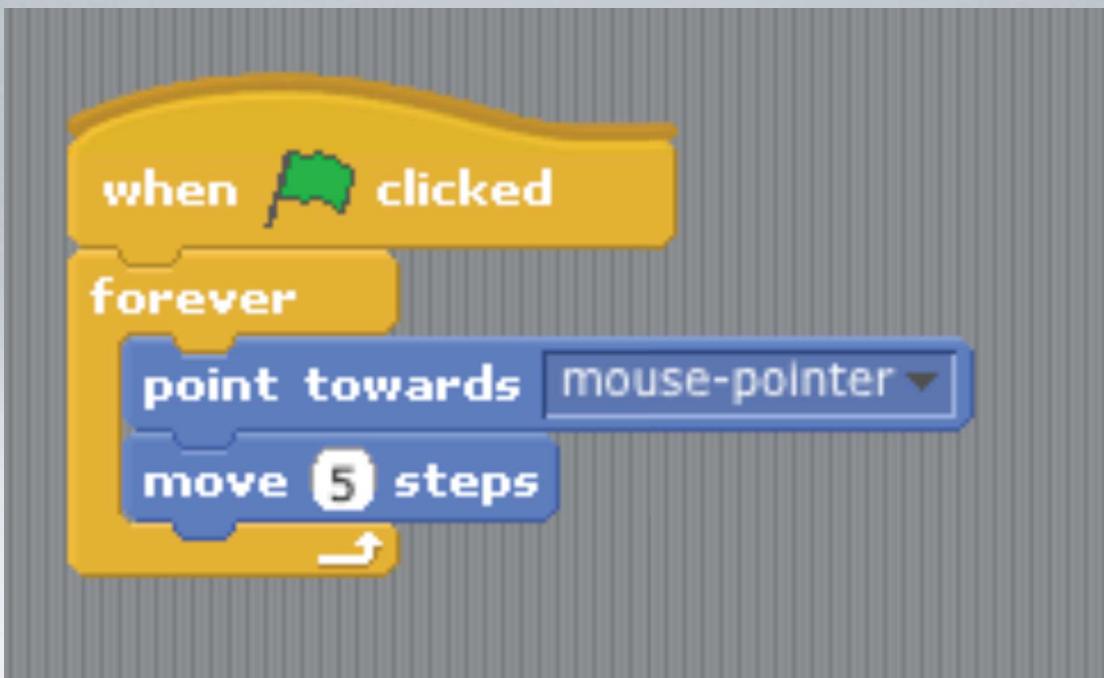
Draw one ghost
(We can duplicate later)

Paintbrush



Use a rectangle, circle, and paint brush

Follow the mouse



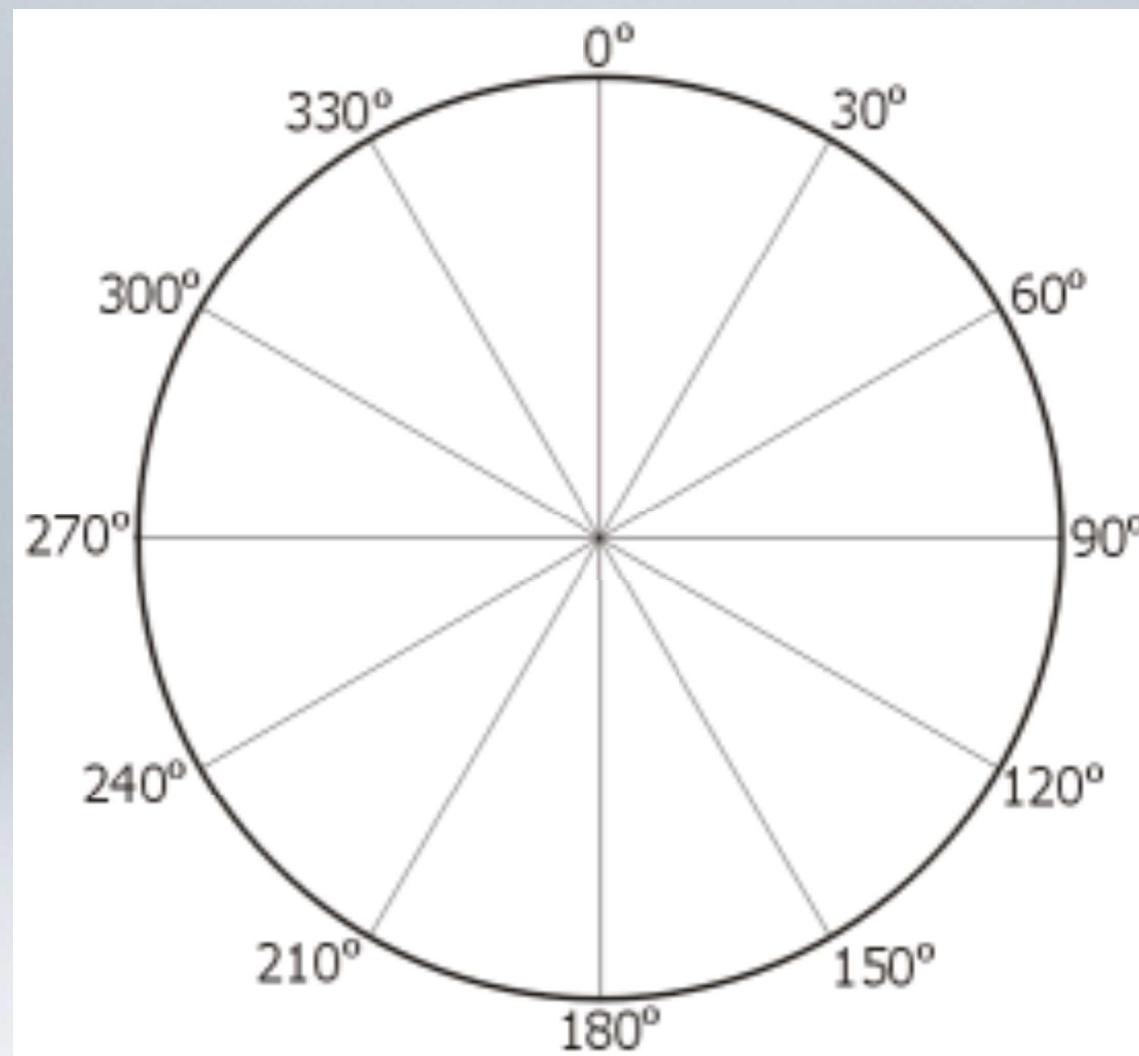
Name your
Sprites

Make the Ghost move Randomly

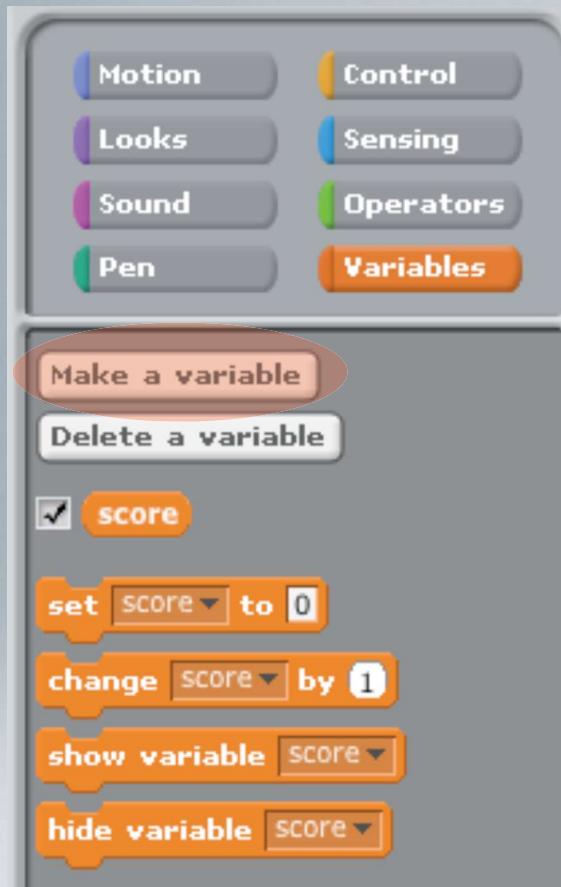


Why 360?

360 Degrees (all directions)



Make a variable



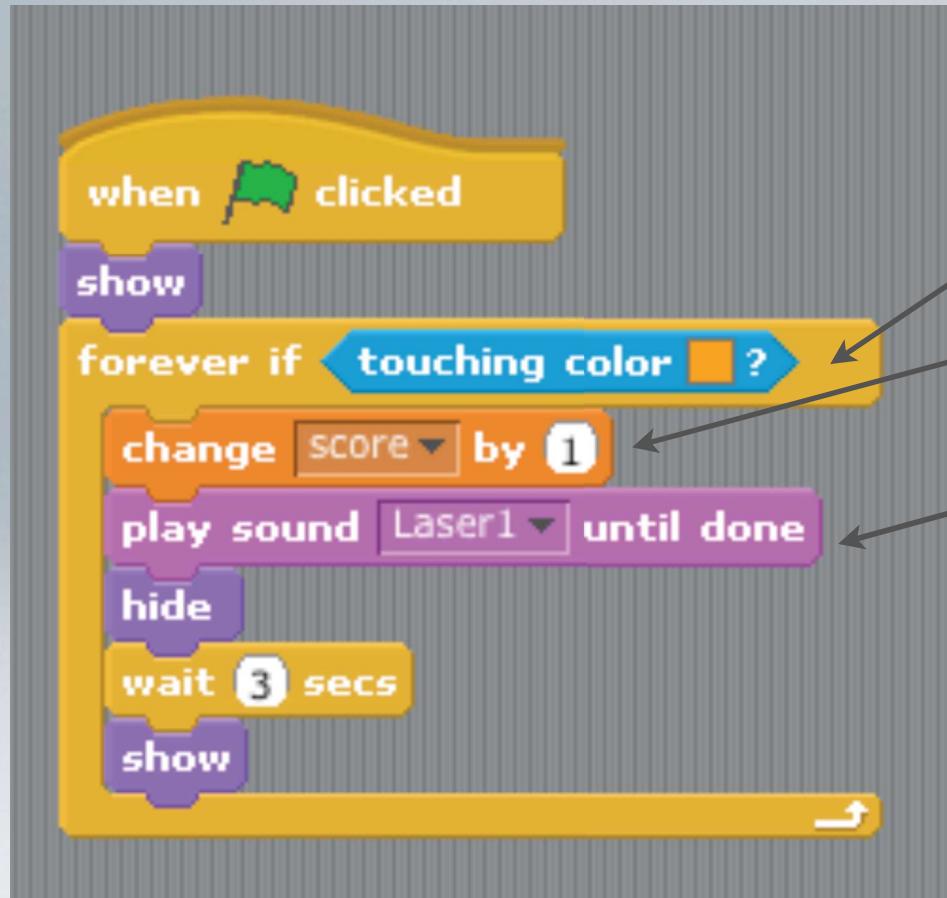
What is a variable?

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

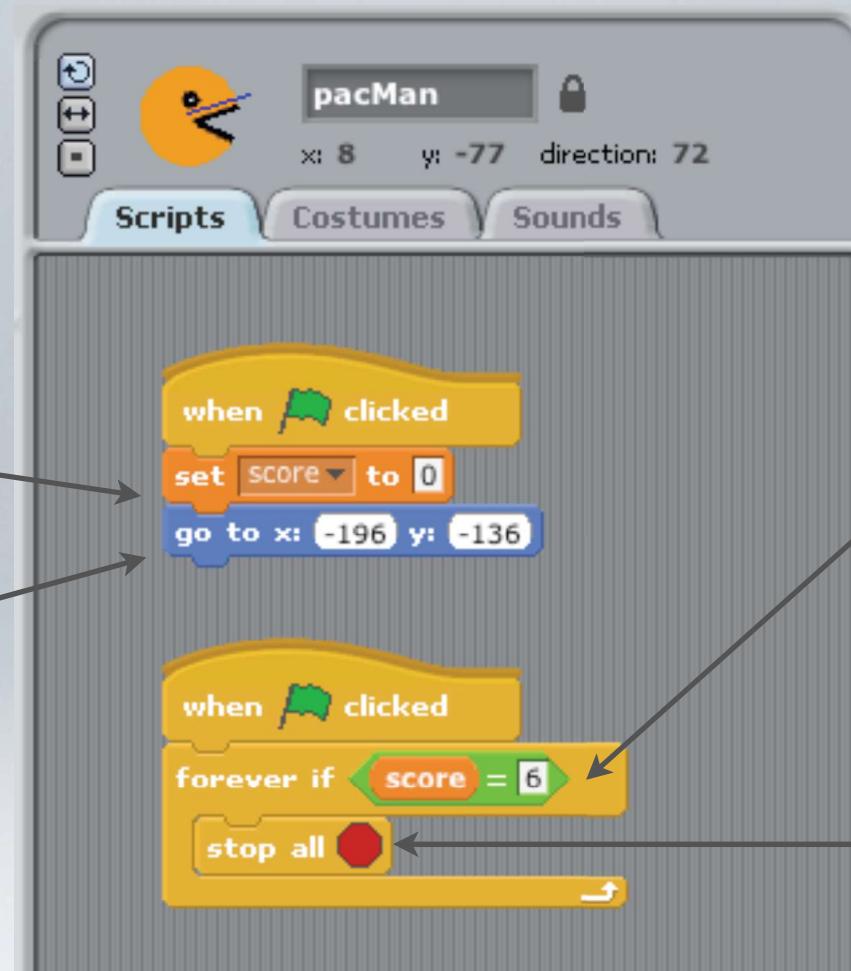


Import sound first!!!

Set up Start and Finish

Reset score for game start

Give pacMan a place to start



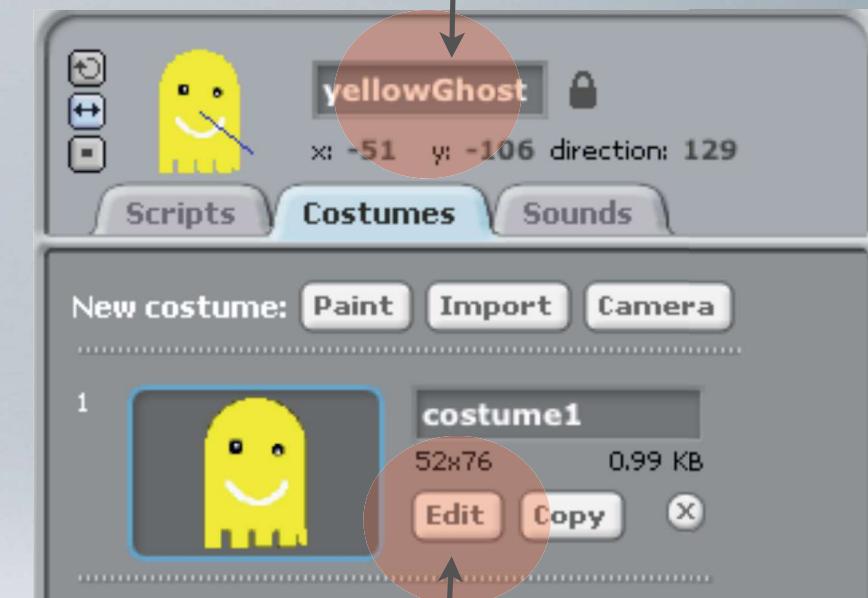
Say when to finish

Tell game to STOP

Duplicate the Ghost



Name them



Edit to make
them look different