

# PACMAN

main.c

Main

gameStart

pacmanControl

gamePause

gameEnd

detectKey

movePacman

checkPacDots

checkPowerPellets

testLimits

testColision

setDirection

startMenu

startMessage

reconstructMaze

gotoXY

Chamdada múltiplas vezes

labirinto.c

showLab

readLab

