Introduction to Computing
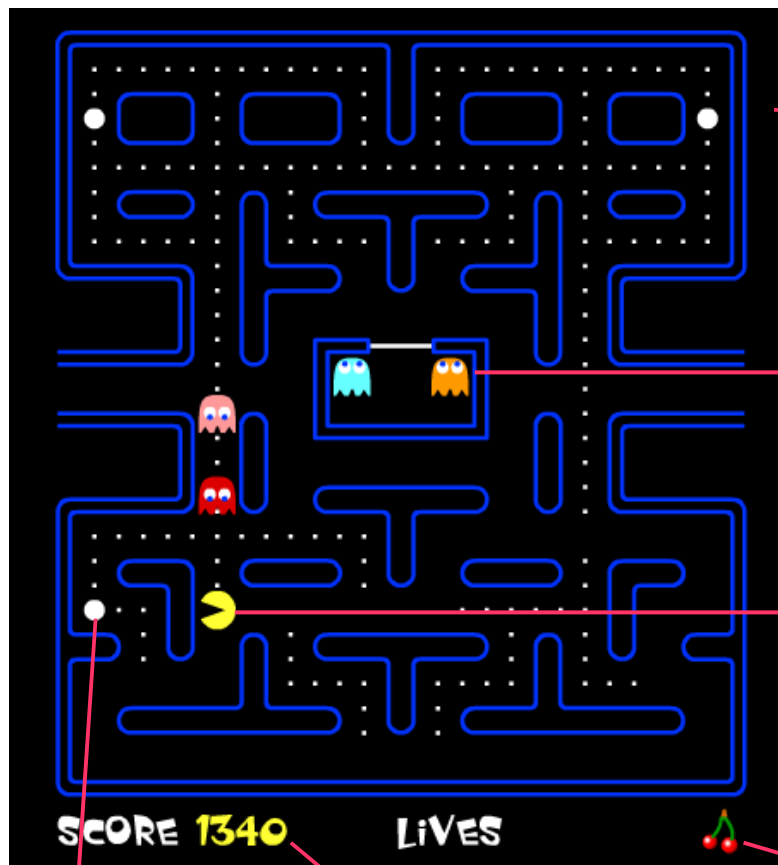## Section H, Fall 2017
Course Project

PACMAN Game   **Due: December 4, 2017**

You need to design and implement the PACMAN game, with at least the minimum set of functionalities described below. Read more about the game at http://www.pacmagame.org.

The board can be simple, made from dots and x characters to mark barriers. You can move up, down, left or right. Use i, k, j and l characters for handling movement respectively

You have to have a minimum of two ghosts. They can be rectangles.

Pacman can be a circle.

You can omit the cherry and advanced levels. One level is enough.

You can have only one of these, so that when Pacman eats this, it is able to eat the ghosts.

You have to maintain scores and total lives left

Instructions

- You are provided with a simple graphics library for rendering graphics and handling events on a Windows console
- You have to submit a complete working system, along with the source code and a README file that tells us how to use your software.
- Your code should be properly commented and variable and function names should be meaningful
- Your program should be user friendly
- Plagiarism will not be tolerated. It will result in a straight F in the course and forwarded to DC committee, who might award 5 F's in all courses you are taking.