Slide 1: Pac-Man Picture

* Recognize this familiar face? It's Pac-Man!
* We'll bring him to life using JavaScript.

Slide 2: Title - "Pac-Man Revisited: A JavaScript Implementation"

* We're transitioning the world of Pac-Man from being a 'photo' to a 'movie.'
* This means we're going from a static image to a more dynamic experience, like the evolution from photos to films.
* Our mission: Recreate Pac-Man in a modern, interactive way.

Slide 3: Funny Picture of Pac-Man Eating Code

* Interesting switch: Pac-Man is now munching on JavaScript code!
* Why JavaScript? It's the key to creating interactive experiences like this game.

Slide 4: Plan of Action and Technical Insights

* We need a plan just as a traveler needs a map.
* Our goals: Build a game area, make it interactive, generate rules, add aesthetics, and ensure a seamless user experience.

Slide 5: Planning Steps in Detail

* 'Laying the Groundwork:' Create the maze for our characters.
* 'Bringing it to Life:' Enable the player to control Pac-Man and score points.
* 'Setting the Rules:' Define game behavior for when Pac-Man encounters ghosts and eats all pellets.
* 'Cherry on Top:' Layer on special effects, sounds, and polish to enhance gameplay.

Slide 6: Thank You

* We're ready to breathe new life into Pac-Man's world!
* Expect challenges along the way, but we'll tackle them together.
* Let's get started on this exciting journey!