Slide 1: Title: "Pac-Man Revisited: A JavaScript Implementation"

Slide 1.1: "Welcome. We've reimagined the classic Pac-Man using JavaScript, demonstrating the potential of web technologies. Let's dive in." + picture of pac-man eating JavaScript code

* Slide 2: Description: "We aim to recreate Pac-Man, where the player navigates through a maze, munches on dots, and avoids those tricky ghosts. Success will come when all dots are gobbled up, and game over starts when we lose all our lives. It's a simple, timeless game that we're excited to recreate."

Slide 3 - **Plan of Action and Technical Insights**

* Steps of Execution: "Our plan maps out a clear path:
  1. We'll start by defining and creating the game grid and the entities - our Pac-Man and his ghostly foes.
  2. Next, we'll implement game mechanics, which cover controls, scoring, and character movements.
  3. We'll build the game dynamics to handle collisions and changes in the game state.
  4. Finally, to add charm, we'll polish the game with sounds, fine-tune the user interface, and test vigorously for balanced gameplay."
* Implementation Plan: "Technically speaking, we'll use JavaScript for the game logic, and HTML

Milestone 1 – creating the code that builds the board – which contains the outer walls, the inner walls (maze),  
and the dots.

How to make the player move through the objects.

Milestone 2 – Ghosts -and AI (walking patterns). (recursion)

16, 19, 23