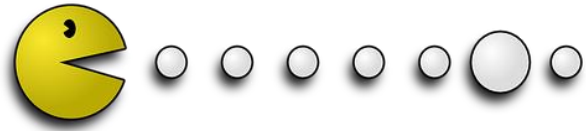


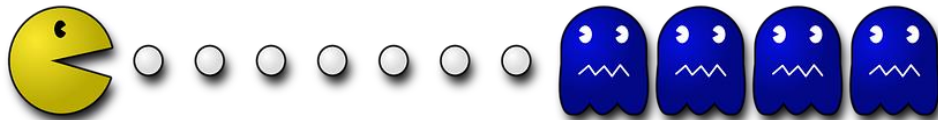
Pacman

and the ghosts



Developer started this work but left in the middle, we need help adding the following features:

- Instead of `alert('Game Over!');` client has insisted that a GameOver popup with a play again button should be displayed.
- When all foods are collected - game done – show Victorious popup with a play again button
- Monsters should have a random color
 - Add a color parameter to `renderCell` (optional parameter)
 - Use `el.style.color` on the `<td>`
- Add support for power-food (4 corners of the board)



- When eaten ghosts should appear in different color
- When a super pacman meets a ghost it kills it
- Super power ends after 5 sec
- if there are less than 3 ghosts alive, create one

- BONUS: cherry - Place a cherry in a random coordination every 15 secs (if selected place is not available (empty) you can skip this cherry)

Best of Luck!