Lab Assignment

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- For today's assignment, you will have a little bit of fun (and challenge) making a famous character Pacman move. You are not task to making a game (not yet anyways) but playing with motion.

- Here's a little preview:

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- First create a new repository **m3-w3-d3-assignment** in your remote Github and clone in the WESTCLIFF folder.

- Then download the file pacman.zip from GAP Week 3 Day 3, unzip and move the content into the clone folder.

- Launch VS Code and navigate to this folder.

- Open **index.html** and feel free to browse over the codes. There are two buttons setup. Currently the buttons doesn't work. It is also linked to the **pacman.js** file.

- Next open the pacman.js file. Browse over the codes and study the codes to understand what they do. Notice the comments "TODO"? Those are your tasks.

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- But at this time it's probably hard to visualize what the current codes do unless you preview it on the browser. Go ahead and give it a preview.

- It display the two buttons from the index.html file. But when click, nothing happens.

- So therefore the very first task for you is to make these buttons work. Here's the direction, and the rest is up to you to figure it out:
    - **Add Pacman** button: when clicked, should call/activate the function **makeOne**
    - **Start Game** button: when clicked, should call/activate the function **update**

- Preview and test on the browser again. Still nothing happens. That's because our pacman guy was not given any specific location or position on the window to appear yet. That's your next task – on line 24 in **pacman.js**.

- And thereafter, continue work on the rest of the TODO items.

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Due:

Today 10.30PM PT

Submission:

Post Github URL Link in the dropbox at GAP Week 3 Day 3 Assignment