

**Features that were changed:**

1. Originally, we planned to create the game map larger than display box and the map would move as player moves. However, we found that if we create a map too large, it would be hard for the player to find and eat all enemies and would be hard to win the game, so we decided to keep the game map as the same size of the display window.
2. We planned to let the player and enemy grow in size as they eat food, however, the png files of the images of player and enemy do not have enough pixels and becomes really blurry when enlarged. Thus, we made them stay in the same size but added printout of their score on the top of each entity.
3. We added sound effects to the game.