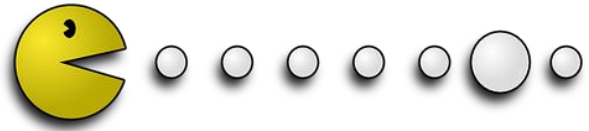
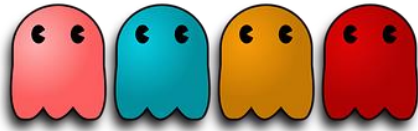


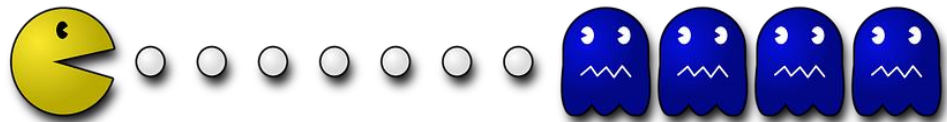
# Pacman

## and the ghosts



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

- Show game-over modal with 'play again' button. (When the game is finished).
- When Pacman collects all the foods, the user wins – Show 'victorious' modal with 'play again' button.
- Each ghost should have a random color.
- Add support for Super Food (in 4 corners of the board)



- When Pacman eats a Super Food:
  - The ghosts should appear in a different color
  - If the Pacman meets a ghost, he eats it – the ghost should be removed from the ghosts array
  - Super Power mode ends after 5 seconds and the ghosts return to life (or create new ones)
  - When Pacman is already in super mode, he cannot eat another Super Food
- Cherry 🍒 - Place a cherry in a random location every 15 seconds

- cherry gives Pacman 10 points, (it is NOT a Super Food)
- We need to find an empty location for the cherry, and we want to make it random

TIP: You can find all the empty locations, add them to an array and then select a random location from the array.

- BONUS: Add some audio
- BONUS: Make the Pacman face the direction where he goes

