

Ghost	
<ul style="list-style-type: none"> <li>• Move around maze</li> <li>• Visible as deans</li> <li>• Kill Bucky if in contact</li> </ul>	<ul style="list-style-type: none"> <li>• Bucky</li> <li>• Maze</li> </ul>

Bucky	
<ul style="list-style-type: none"> <li>• Controlled by player</li> <li>• Acquire pellets for points</li> <li>• Die if contact with ghosts</li> </ul>	<ul style="list-style-type: none"> <li>• Ghost</li> <li>• Maze</li> </ul>

Maze	
<ul style="list-style-type: none"> <li>• Grid made of wall, pellet, empty</li> <li>• Walls are not traversable</li> <li>• Bucknell background</li> <li>• Can navigate to in game menu</li> </ul>	<ul style="list-style-type: none"> <li>• Bucky</li> <li>• Ghost</li> <li>• Level Select Menu</li> </ul>

MainMenu	
<ul style="list-style-type: none"> <li>• Start button to go to the level select menu</li> <li>• Quit button to end game</li> <li>• Background music plays</li> </ul>	<ul style="list-style-type: none"> <li>• Level Select Menu</li> </ul>

MainMenu	
<ul style="list-style-type: none"> <li>• Start button to go to the level select menu</li> <li>• Quit button to end game</li> <li>• Background music plays</li> </ul>	<ul style="list-style-type: none"> <li>• Level Select Menu</li> </ul>

LevelSelectMenu	
<ul style="list-style-type: none"> <li>• Can navigate to Malesardi Level</li> <li>• Can navigate to Bertrand Level</li> <li>• Can navigate to help menu</li> <li>• can exit to main menu</li> </ul>	<ul style="list-style-type: none"> <li>• Maze</li> <li>• Help Menu</li> <li>• Main Menu</li> </ul>

Help Menu	
<ul style="list-style-type: none"> <li>• Displays instructions</li> <li>• Can return to previous screen with back button</li> </ul>	<ul style="list-style-type: none"> <li>• Level Select Menu</li> <li>• In Game Menu</li> </ul>

In Game Menu	
<ul style="list-style-type: none"> <li>• Allows user to quit game</li> <li>• Resume game</li> <li>• See help menu</li> </ul>	<ul style="list-style-type: none"> <li>• Maze</li> <li>• Help Menu</li> </ul>