I will create a Pac-Man game with extra functions. The main idea is that player uses arrow keys to control PL to move around, collect coins and avoid the little monsters. If the PL runs into a monster, it will lose its life. PL wins by collecting a certain amount of coins.

The boxes which say “PL” on the left top corner represent how many lives remaining for the player. The boxes which say “B” represent bombs that can be dragged and dropped onto the game board, and used to kill the little monsters. If a monster step onto a box where the bomb is placed, it dies. The little monsters are classified into two types. Type A guards the “special objects” like diamonds and cherries. If PL collects a diamond, he gets a bomb and extra coins. If PL collects a cherry, he gets an extra life. The black dots represent normal coins. The shaded labels represent walls.

The game has different difficulty levels. A higher level would have more monsters and the little monster would have higher speed. The limit of coins to be collected in order to win would also be raised.

