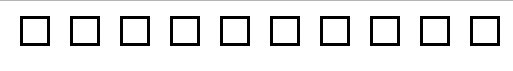
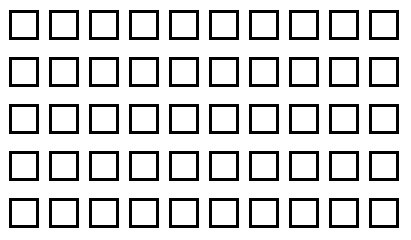
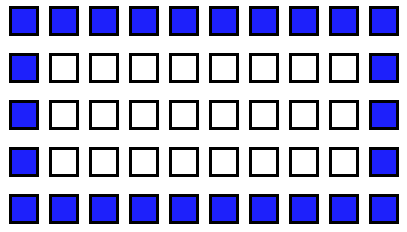
**PacMan**



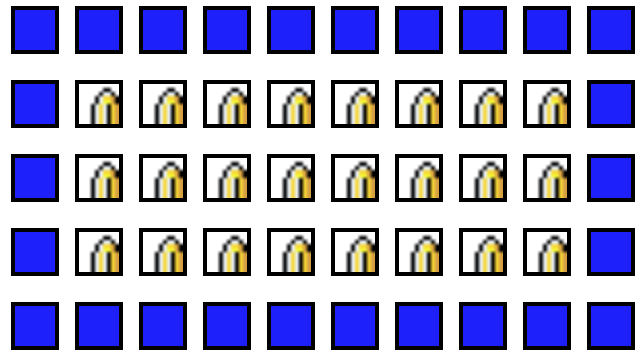
* **Local**: D:\dev\JavaScript\10\_pacman\pacman.html
  + **Repo**: JavaScript
    - **Branch**: Master
      * **Commit**: Added first row of blocks



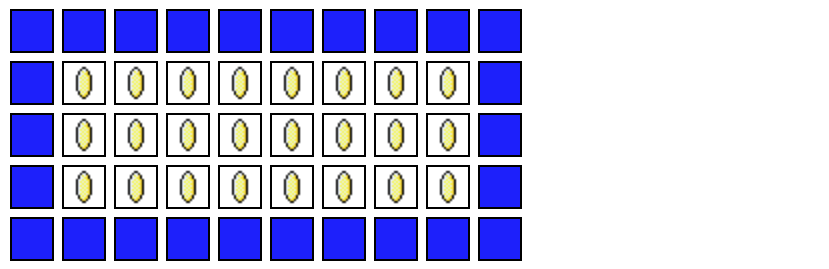
* **Local**: D:\dev\JavaScript\10\_pacman\pacman.html
  + **Repo**: JavaScript
    - **Branch**: Master
      * **Commit**: Added five rows



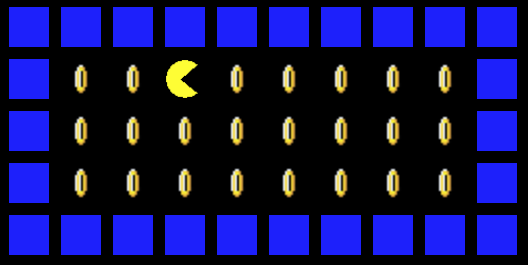
* **Local**: D:\dev\JavaScript\10\_pacman\pacman.html
  + **Repo**: JavaScript
    - **Branch**: Master
      * **Commit**: Added color to the boundary block



* **Local**: D:\dev\JavaScript\10\_pacman\pacman.html
  + **Repo**: JavaScript
    - **Branch**: Master
      * **Commit**: Added coins
        + **Notes**: <http://jogueja.com/theme/AMThemes/JogueJa/images/mario/coin_ani.gif>



* **Local**: D:\dev\JavaScript\10\_pacman\pacman.html
  + **Repo**: JavaScript
    - **Branch**: Master
      * **Commit**: Centered coins



* **Local**: D:\dev\JavaScript\10\_pacman\pacman.html
  + **Repo**: JavaScript
    - **Branch**: Master
      * **Commit**: Added pacman
* **Local**: D:\dev\JavaScript\10\_pacman\pacman.html
  + **Repo**: JavaScript
    - **Branch**: Master
      * **Commit**: …
* **Local**: D:\dev\JavaScript\10\_pacman\pacman.html
  + **Repo**: JavaScript
    - **Branch**: Master
      * **Commit**: …