TIMELINE

# Sprint 1

* Ghost movement in maze - Ian
* Edible dots and updating score - Patrick
* Pacman health pictures - Patrick
* Contact with Ghost resets and subtracts -1 to health
* Retexture maze & skybox - Ian

# Sprint 2

* ~~3D modeled ghosts - black hole~~
* Help Screen/Instructions – Pat
* Ghosts face direction of movement
* Sound Effects
* Dots Left to Eat Indicator – Pat

# Sprint 3

* Prepare presentation
* Write individual