Pac Man Pseudocode

Float variable for Pac-man’s location

Float variable for ghost’s target spot

Float variable for ghost’s location

A navigation mesh for the layout of the level

Get the ai to prioritise going in specific directions, e.g. if target location x < ghost x coordinate, the ghost will prioritise turning left, or take the turn that will reduce the distance between by the most amount, or get the ghosts location closest to the target spot

Calculate the distance between location of Pac-man and the ghost

If distance between = 0 and Pac-man is not power up then Pac-man status = lose life, however if Pac-man has a power up ghost dies.b