UNITY TEST - PAC MAN'S LEVEL 1

High Level Specifics:
Create a clone of the first level of PAC MAN, fully functional, as bug free as possible, performant (FPS should never drop under 30 FPS) and correctly visualized on the following aspect ratios: 16:9, 16:9 (at least).

Deadline:
1 week from starting the project

Platforms:
PC, Android

Controls:
- PC: WASD and directional arrows to move
- ANDROID: virtual joystick or 4 UI buttons for all directions (bottom left)

UI:
- A START MENU, displaying the HIGHSCORE on top (if > 0), where the player can select to:
    - START A NEW GAME
    - Open the OPTIONS menu. In this menu the player can:
        - Change the SOUND VOLUME
        - Select the DIFFICULTY LEVEL
    - QUIT the game [**PC ONLY**]

- In game HUD:
    - Top left: A button to go BACK TO MAIN MENU
    - Top center: SCORE / HIGH SCORE (just SCORE if HIGH SCORE is 0)
    - Top right: LIVES LEFT
    - Bottom left: Virtual joystick or 4 directional buttons [**ANDROID ONLY**]

Specifics:
- I deliberately avoided writing them here in detail cause if you don't know the rules of this LEGENDARY game, I suggest you do a research of it, to understand them and implement its mechanics using your own skills.

    This, by itself, is a pretty good exercise (call it "reverse engineering", if you like).

GOOD LUCK!