PacMan Coding Assignment

*Learning Outcome Addressed*

1. Schedule execution based on events on a web page

**Pac-Man Movement Exercise**

PacMan Assignment

If you've ever played an arcade game, then you're familiar with Pac-Man!

This is the game where the player controls PacMan who travels inside a maze trying to eat all the dots while avoiding the colorful ghosts.

You're not going to build the full PacMan game in this activity. However, you will be building a feature of this game, which displays and moves PacMan from one side of the screen to the other.

Multiple Ways of Solving The PacMan Problem: setTimeout vs. setInterval

As a programmer, you'll quickly find that there are multiple ways to solve the same problem. Here, you'll put that concept into practice by making PacMan move using a new function.

* *images folder*: This folder contains the images representing Pac-Man at different stages (mouth open, mouth closed).

*Hint: setInterval allows you to run a function repeatedly, starting after the interval of time, then repeating continuously at that interval.*

Tasks

Update checkPageBounds to reverse Pac-Man direction upon hitting the edge of the screen

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Add a setInterval call to run every 200 milliseconds