# TODO:

1. Add code to move eyes back to square in front of box(home).
2. Add animation to move the eyes in the box.
3. Revert eyes back to ghost.
4. Make sure that all ghost have this behaviour.

28 x 31 grid (going by pellets but also including outside walls).

Player should move (slide) .32 to reach next square up or down, left or right.

For reference:

<https://www.youtube.com/watch?v=dScq4P5gn4A>

Scoring Reference:

<http://pacman.wikia.com/wiki/Pac-Man_(game)>

Ghost behavior:

http://gameinternals.com/post/2072558330/understanding-pac-man-ghost-behavior

1. Scatter for 7 seconds, then Chase for 20 seconds.
2. Scatter for 7 seconds, then Chase for 20 seconds.
3. Scatter for 5 seconds, then Chase for 20 seconds.
4. Scatter for 5 seconds, then switch to Chase mode permanently.

Ghost points when eaten: 200, 400, 800, 1600