# TODO:

1. Make blinking script and attach it to 1UP and power pellets.
2. Introduce ghost and do a bit of research on behavior.
3. Move and animate ghost.

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)