# TODO:

1. Make collider smaller for pac-man or/and ghost to make it more forgiving and a little bit more like the original.
2. Polish game to make sure major bugs are squashed and difficulty tweaked depending on level.
3. Put volume back to 100%.
4. ========================== Bugs ===============================================
5. Died and spawned again and able to continue game with ghost not visible.
6. ========================== Possible Extra Features ================================
7. Add intermissions that happen at various level.
8. Have ghost pause inside box when pac-man eats ghost.
9. Add music when frightened and blinking.
10. Add play through video to the start screen.

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

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| http://pacmanmuseum.com/history/_picts/ICONS/cherry.gif | The cherry is worth 100 points. It appears during the first level of game play |
| http://pacmanmuseum.com/history/_picts/ICONS/strawberry.gif | The strawberry is worth 300 points. It appears during the second level of game play |
| http://pacmanmuseum.com/history/_picts/ICONS/orange.gif | The orange is worth 500 points. It appears during the third and fourth level of game play |
| http://pacmanmuseum.com/history/_picts/ICONS/apple.gif | The apple is worth 700 points. It appears during the fifth and sixth level of game play |
| http://pacmanmuseum.com/history/_picts/ICONS/pineapple.gif | The pineapple is worth 1,000 points. It appears during the seventh and eighth level of game play |
| http://pacmanmuseum.com/history/_picts/ICONS/spaceship.gif | The Galaxian spaceship is worth 2,000 points. It appears during the ninth and tenth level of game play |
| http://pacmanmuseum.com/history/_picts/ICONS/bell.gif | The bell is worth 3,000 points. It appears during the eleventh and twelfth level of game play |
| http://pacmanmuseum.com/history/_picts/ICONS/key.gif | The key is worth 5,000 points. It appears during the thirdteenth and all subsequent levels of game play |

* Fruit appears twice each round
* First one appears after 70 dots have been cleared.
* The second one appears after 170 dots have been cleared.
* Time fruit stays is about 9.75 sec.
* If a bonus fruit appears and Pac-Man eats a ghost, the timer that controls how long the fruit stays onscreen halts with everything else.