# TODO:

1. Move and animate red ghost. For now just random turns.
2. Now change ghost to move according to scatter mode. Research behavior and make sure it reacts accordingly.
3. Enact chase mode and make sure ghost reacts accordingly.
4. Cycle through scatter and chase mode. Follow guide lines.
5. Incorporate pink ghost.
6. Incorporate yellow ghost.
7. Incorporate Blue 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)>

Ghost behavior:

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