# TODO:

1. Make sure ghost are not shown until “Player One” text disappears.
2. Add player and ghost collision detection.
3. Add death state and have Pac-Man animate death.
4. Have level restart. Check with video or play game to see how level resets.

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