# TODO:

1. Have all ghost animate frightened.
2. Have ghost move randomly while in frightened mode.
3. Slow down speed to about half (or ¾ speed, experiment).
4. Have ghost mode timer pause while in frightened mode.
5. Figure out how long frightened mode should be.
6. Implement frightened mode timer and un-pause regular ghost mode (scatter, chase).

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.