# TODO:

1. Add number 3 to pellet places on grid (add 4 to power pellets).
2. Add pellets to grid and replace pellet number with zero for empty space.
3. Have player sound play if on a pellet square.
4. Remove pellet when player is on square.
5. Destroy pellet when colliding with player.

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.