# TODO:

1. Move and animate red ghost. For now just random turns.
2. Pink ghost (middle) should move out of box and move in a similar fashion as red ghost for now.
3. Blue and Orange ghost should move up and down.
4. Blue ghost should move to center of box and then up and out. Make this ghost move like the others.
5. Orange ghost is the last to go and should also move to center of box then up and out.
6. Add player and ghost collision detection.
7. Add death state and have Pac-Man animate death.
8. 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