# TODO:

1. Have game start with Pac-Man at start point with start sprite.
2. Add intro music.
3. Add Pac-Man then move Pac-Man at the end of music.
4. Add pellets to grid and have player sound play if on a pellet square.
5. Remove pellet when player is on square.
6. 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.