Resources/research:

a) Chetan Goel for lending me his controller and teaching me how to use it

b) https://developer.mozilla.org/en-US/docs/Web/API/Gamepad_API/Using_the_Gamepad_API#browser_compatibility

c) https://www.w3.org/TR/gamepad/

d) https://www.youtube.com/watch?v=vGPgTvNojv0

e) https://www.youtube.com/watch?v=T8vi1JZyjhs

f) https://www.youtube.com/watch?v=ataGotQ7ir8 did not end up implementing the AI logic but is an interesting watch nevertheless.

g) https://www.youtube.com/watch?v=4S6ZplSYhqY (I tried 50 times to connect a switch controller to use for the web API but it didn't recognize it)

h) https://www.youtube.com/watch?v=5IMXpp3rohQ

   Timestamps : 9:01 - Generate map boundaries
   28:16 - Add Pacman with movement
   54:01 - Add collision detection
   1:44:59 - Create ghost