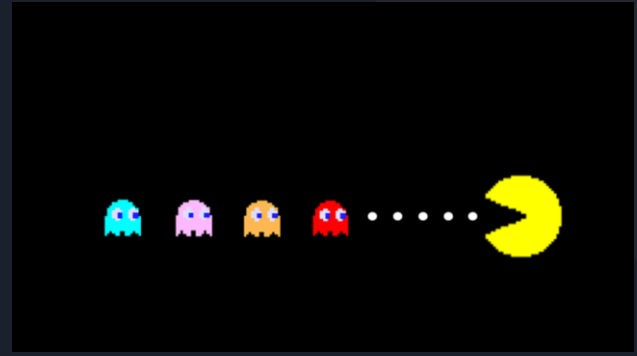# Pacman

By Jordan Srinivasan

What I Learned

- Pacman is not as easy to code as it seems.
- Majority of time coding is spent troubleshooting
- Gained a higher understanding of how pygame and specific parts of python work (especially objects)
- Many built in functions in pygame already

What I am Proud of

- Trying something that was outside of my comfort zone
- Actually attempting to code this at first
- Being able to solve certain issues with my code on my own, without the assistance of another
- Learning more about the wonders of pygame and python in general

Struggles

- Trying to figure out how to complete code.
- Ended up completely erasing code and starting a new one more than once
- Had zero experience with pygame before this project
- Trying to limit the amount of code I had

Works Cited

"Stack Overflow." *Stack Overflow*, stackoverflow.com/.