- **Introduction:**

We have created from existing code, our version of the old game, Pac-Man.

In this ReadMe document, we will specify our 2 extensions to this assignment, as requested.

- **Our GitHub IO:**

https://web-development-environments-2021.github.io/Assignment2_205890320_313326985

- **Who we are:**

ליעד נחשון, 205890320

שחר שצ'רנסקי, 313326985

- **Functionality appended:**

We have chosen to add functionality in the shape of pills, that will help Pac-Man survive and win as many points as it can!

  - **#1**

    Chill Pill - a pill that will help Pac-Man in the time of danger. It will collect the pill when it can, and ghosts will not be able to attack it for 8 seconds.

    To help recognize the start and the end of the situation – ghosts will be painted blue.

    After this amount of time, ghosts will be painted back to the original color and will be able to attack Pac-Man again.

  - **#2**

    Slow Pill – a pill that will damage ghosts in the time of danger of Pac-Man. It will collect the pill when it can, and ghosts will be slowed significantly for a duration of 5 seconds. Meanwhile, this will give Pac-Man a huge opportunity to collect many points.

    After this amount of time, ghosts will have back the same speed as before.