Assignment2

https://web-development-environments-2021.github.io/Assignment2_312168982_313465874/

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Functional:

- Different monsters with different colors: 1-4
- Medicine -> add 1 life to the player. No:2
- Timer -> add 10 sec to the player. No:2
- Sounds: when the player wins/looses.
- Escape key: escaping the game in the middle of the game.
- Play/Pause music button.
- Pacman mouth and eyes move by direction.