Assignment2 - Pacman

Pacman game by Stav Keidar and Noa Birenboim

Stav Keidar: 206335218

Noa Birenboim: 316399401

[Link](#) to our website

Functionality Added:

- Eating a clock will give the user 30 extra seconds.
- Eating a candy will give the user 20 points with a probability of 50% or will remove 20 points with a probability of 50%.
- Meeting the green ghost will remove 2 lives and 25 points.