Bugs Ms. Pacman:

1. Crash in the 4th loop, in level 2. (That is to say, the game can hold until 18th level)

2. Fail in collisions of Ms. Pacman with the ghosts, passing through. (It happens specially on the corners).

3. In level 3, ghosts don’t use the tunnels.

4. When you reach maximum score, it restarts to 0 and start over again.

5. Every time you are eaten and you return to start screen, the sign starts at the point you press the space to continue, but the ghosts and Ms. Pacman troop in the same way, so the presentation is wrong.

Fixed Bugs Ms. Pacman:

1. Player should been initialized again when game start for second time

2. In the second level you end before you eat all the balls

3. Ghosts shouldn't be able to move randomly inside the cage and also they shouldn't be able to enter inside again after having left once.

4. When you eat a ghost and immediately the time to eat ghosts finish and you collide with another ghost, this time he can kill you, he doesn't kill you.

5. When pacman is move in right direction and is facing a wall, the PacMan must be stop the

Observations:

-Ghosts in God Mode have the same normal behavior of pursue Ms. Pacman although she can’t be eaten

-If u eat a power pellet in God Mode, the ghosts will do the change color effect and they run away of Ms. Pacman

-The ghosts ever go left when they start on the central zone.

-The modes can be activated in loads and in the start screen.