

Ooga.Salad

Game Player

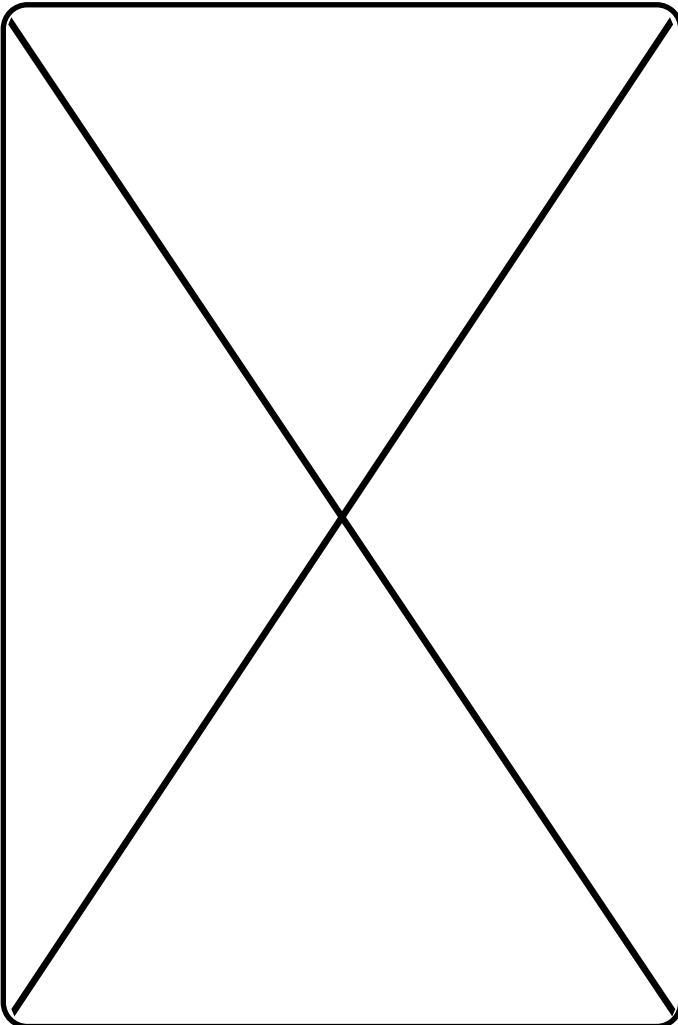
Authoring Environment

Configurations

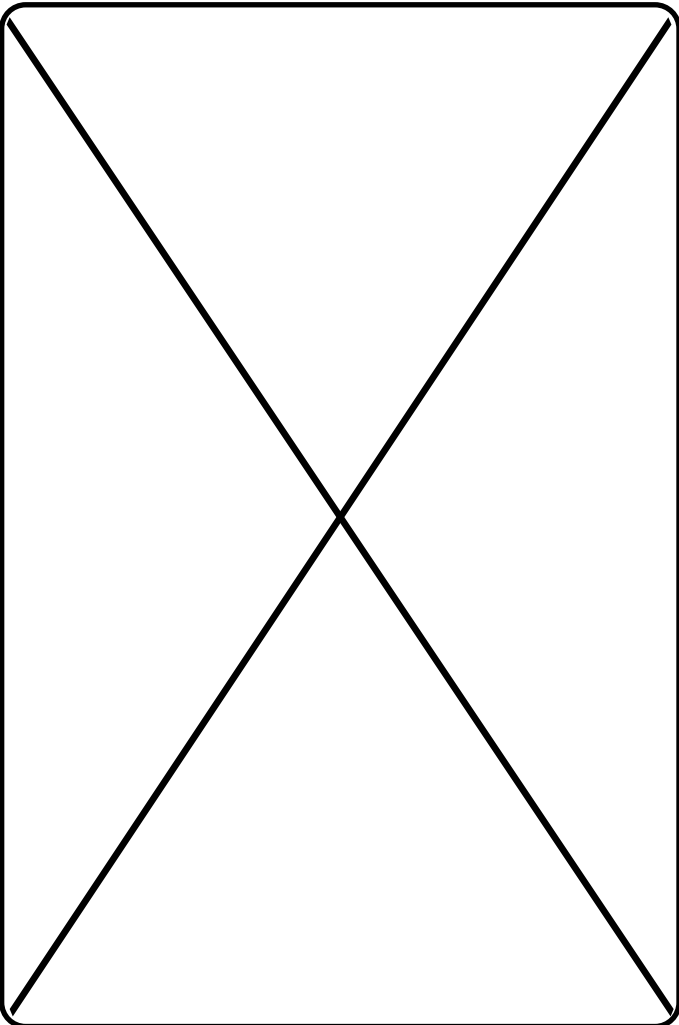
Back

Game Player

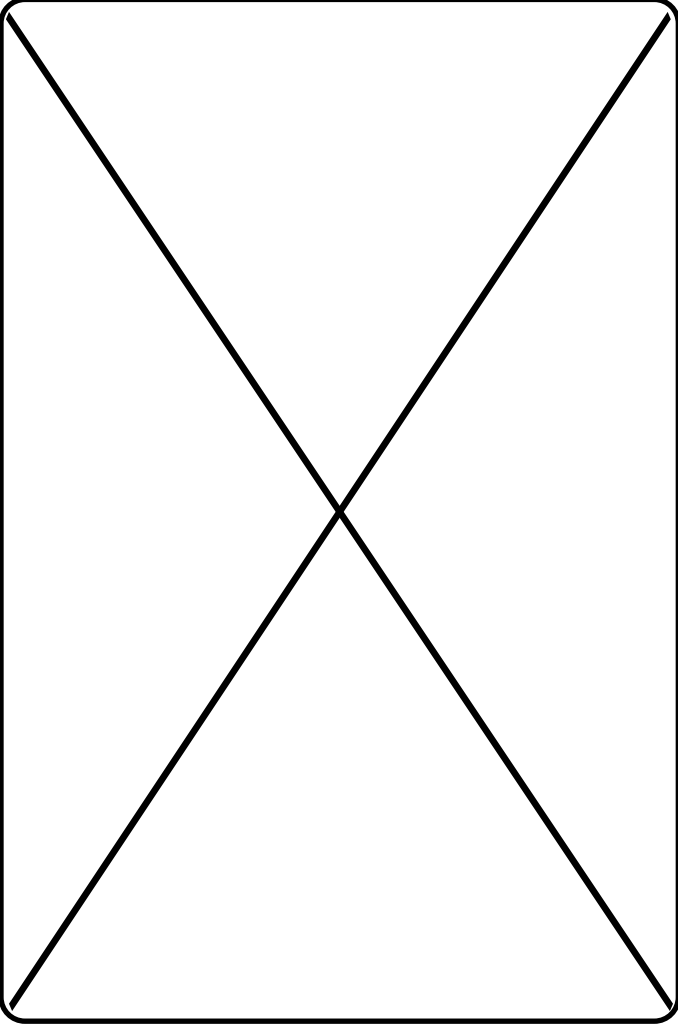
Help



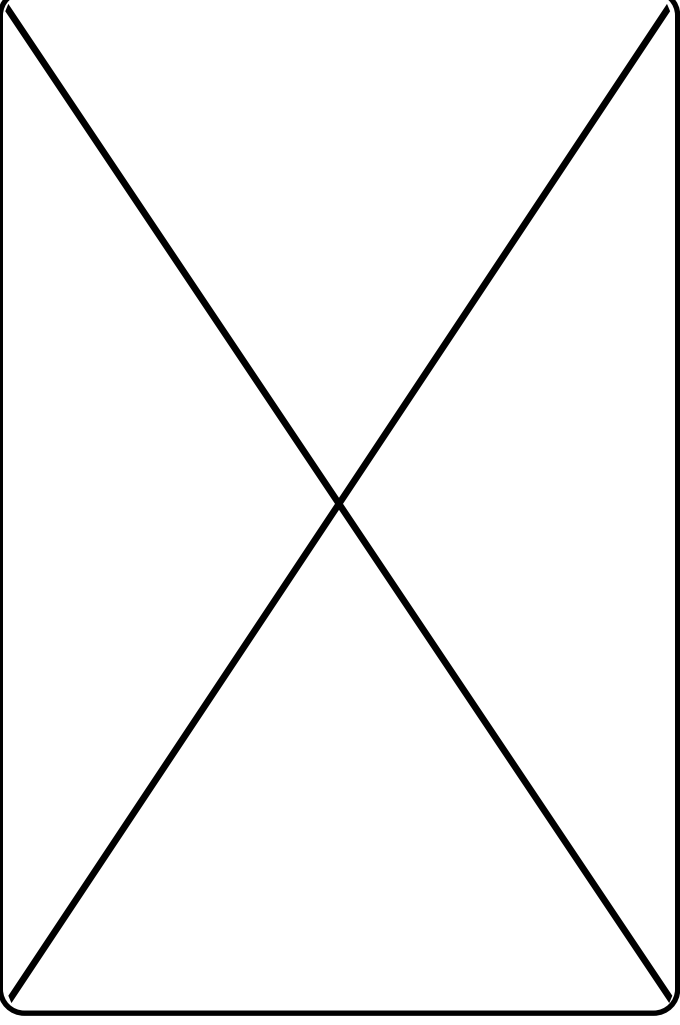
Pacman



Pacman

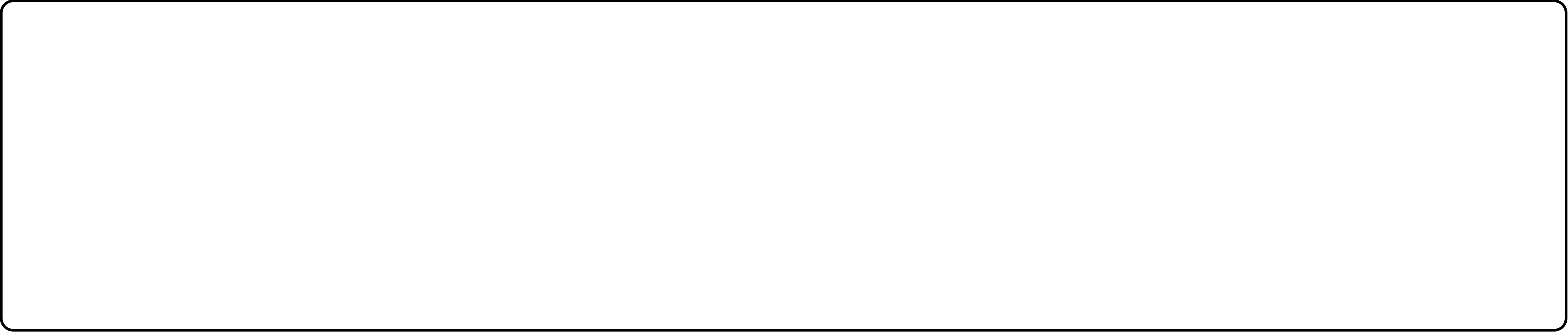
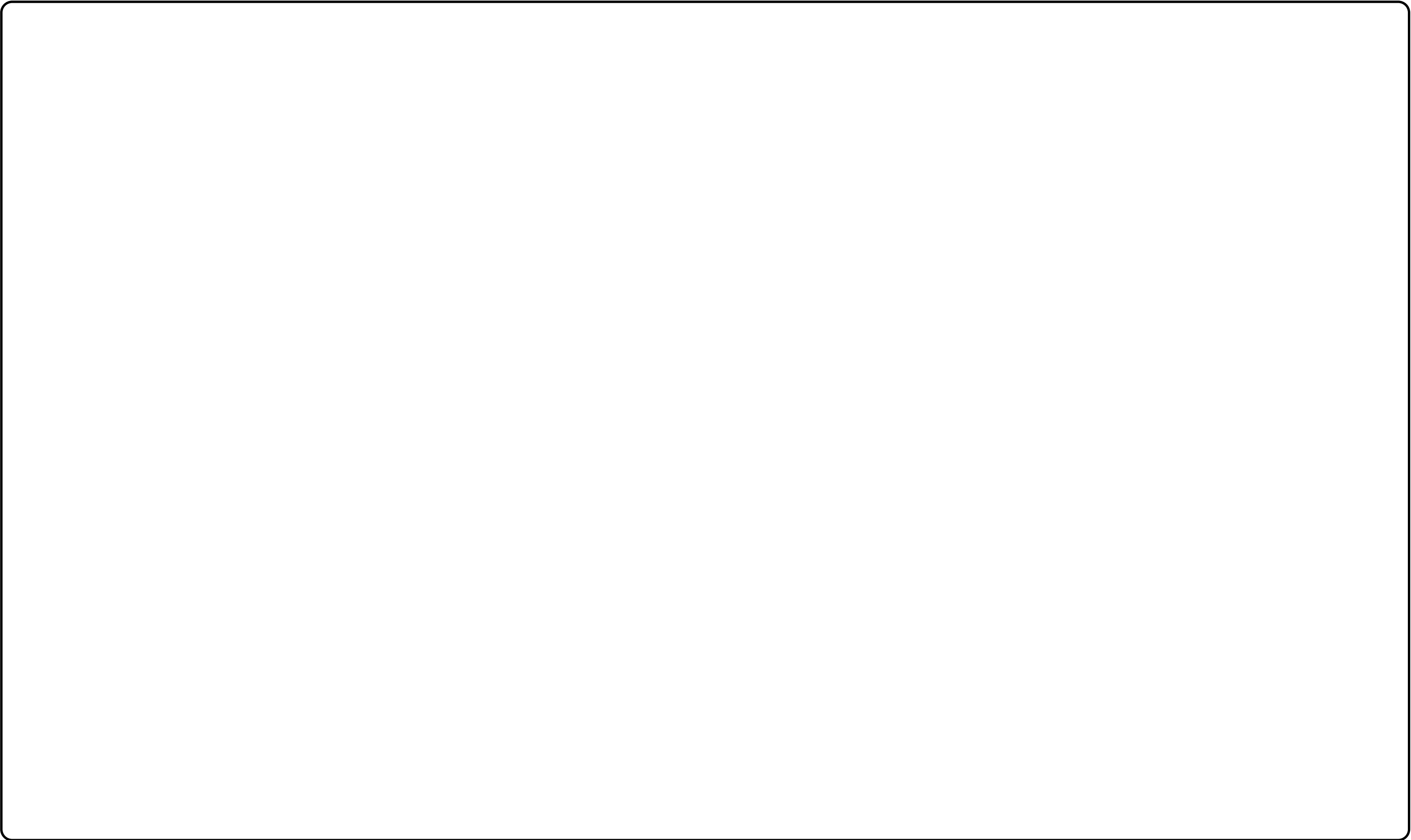
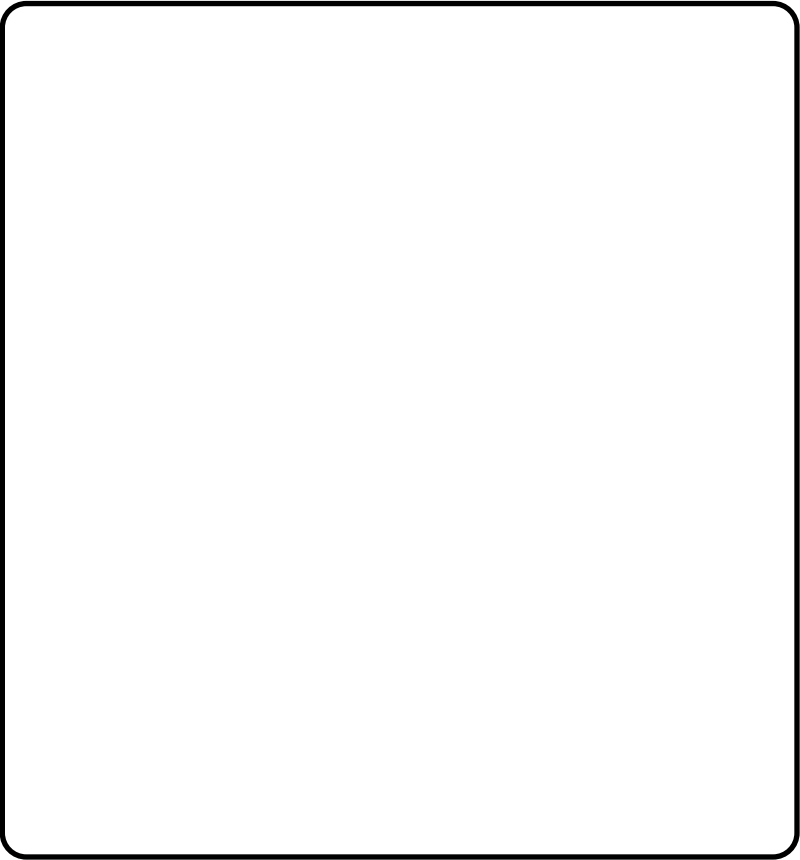
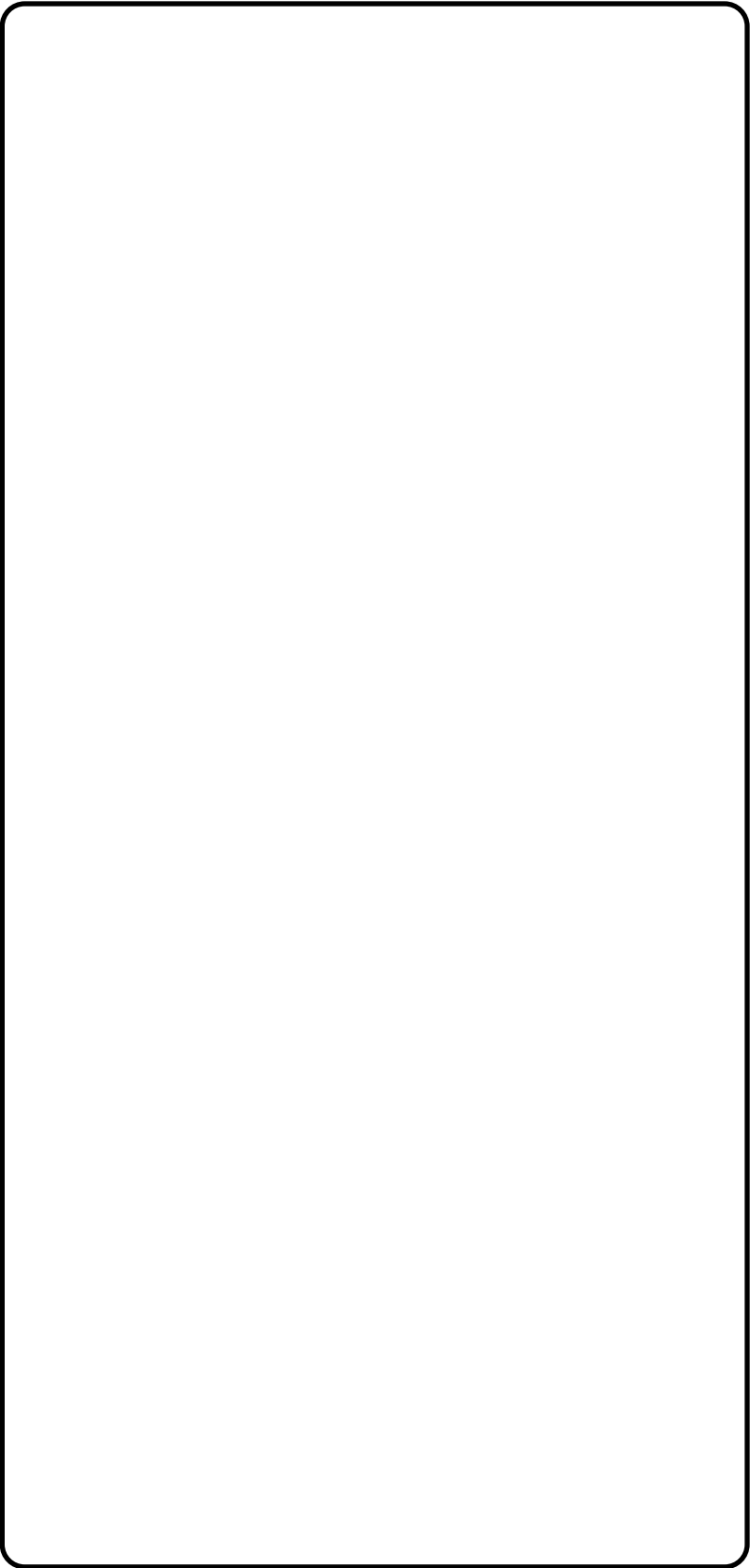


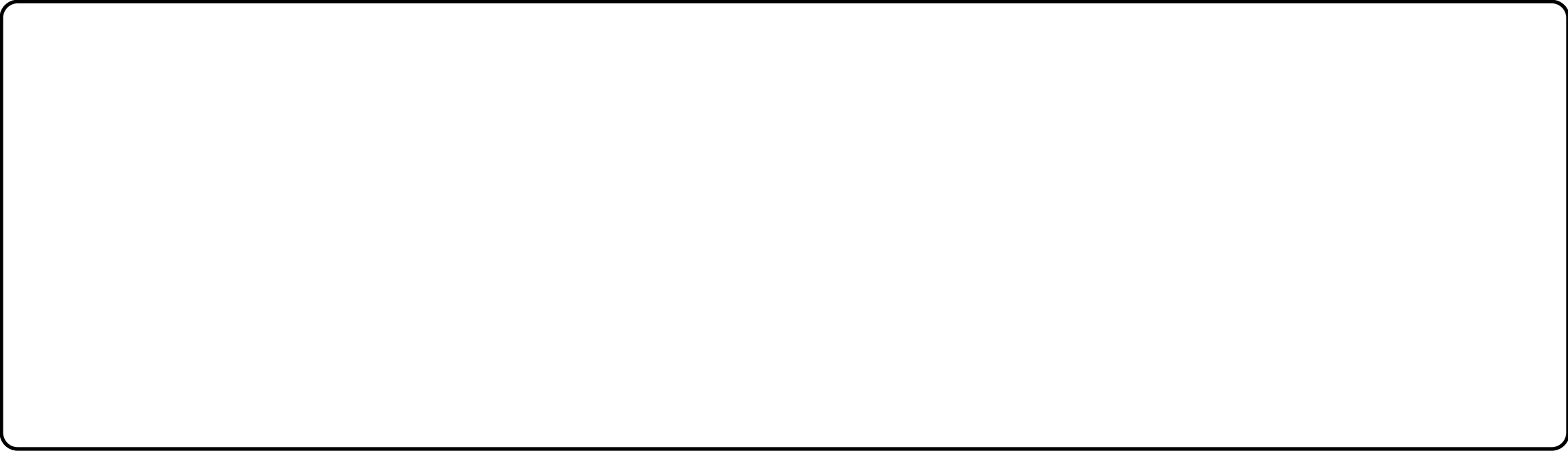
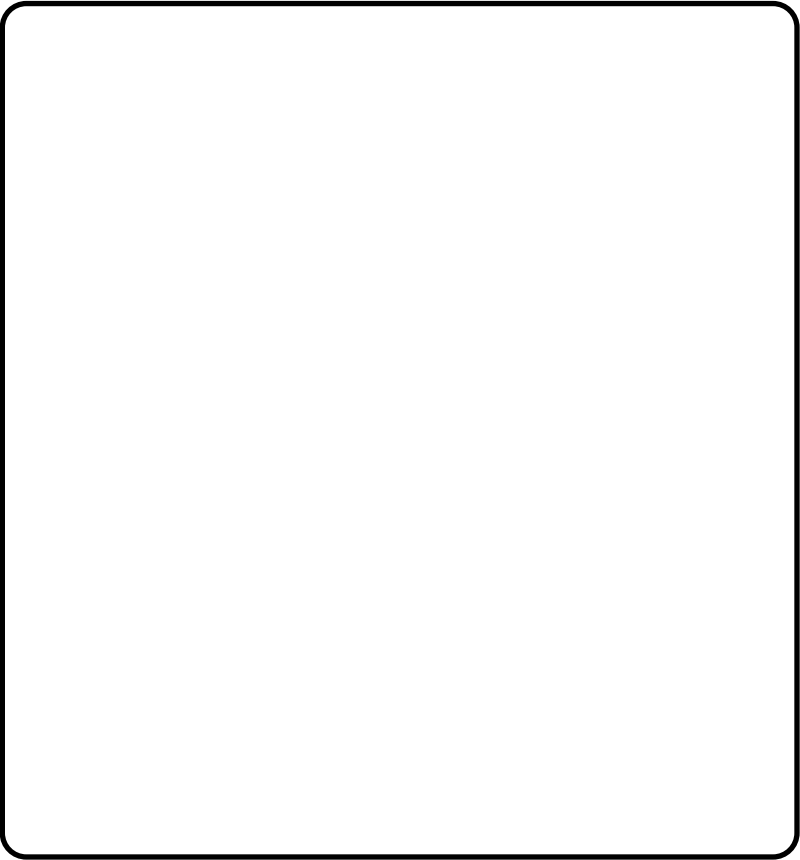
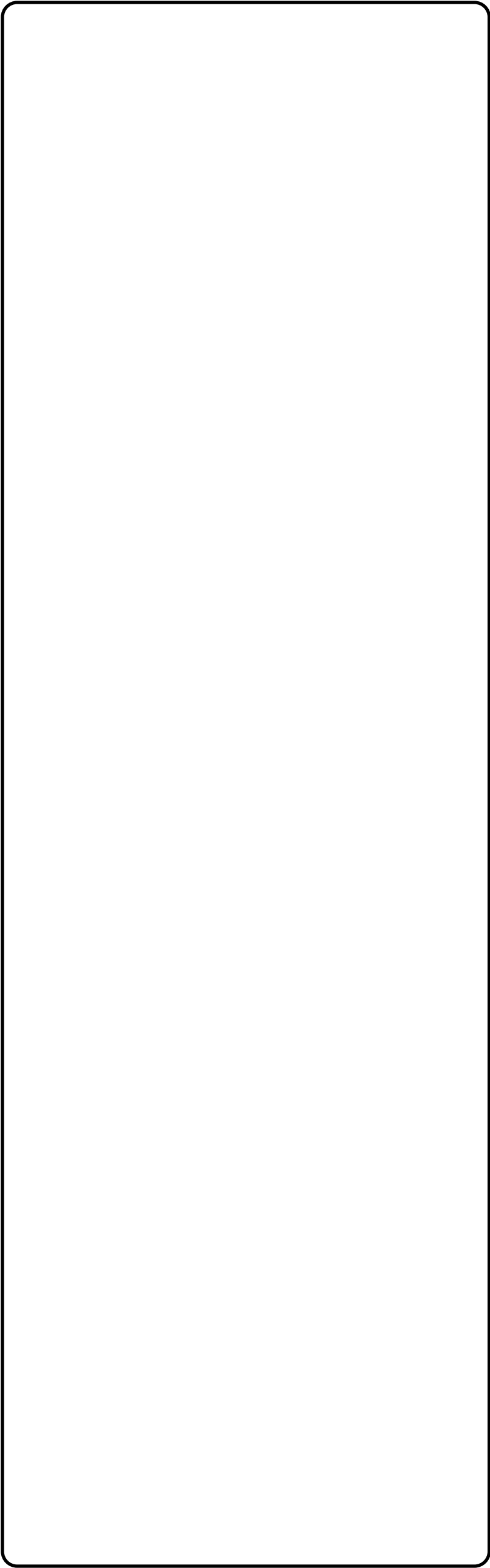
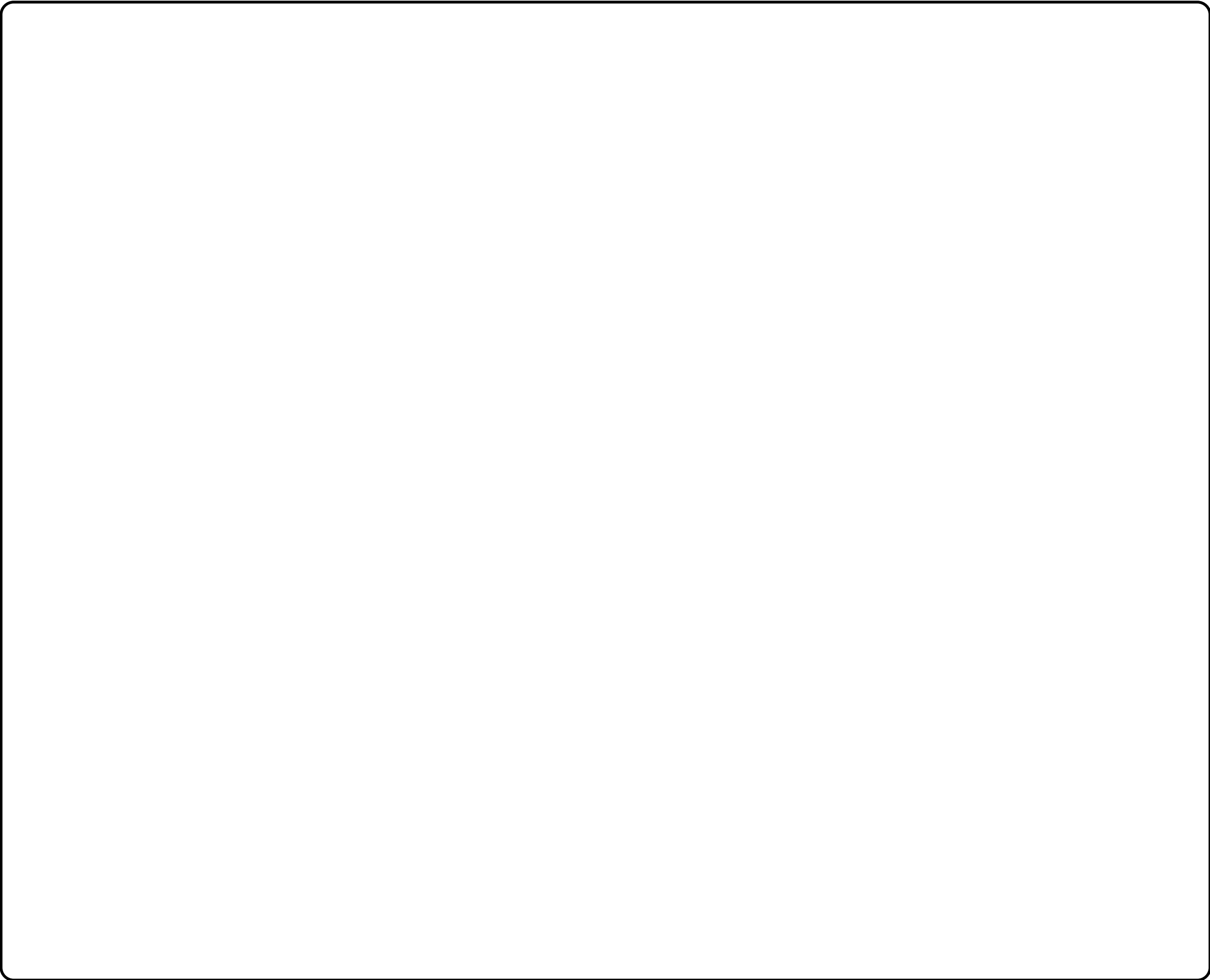
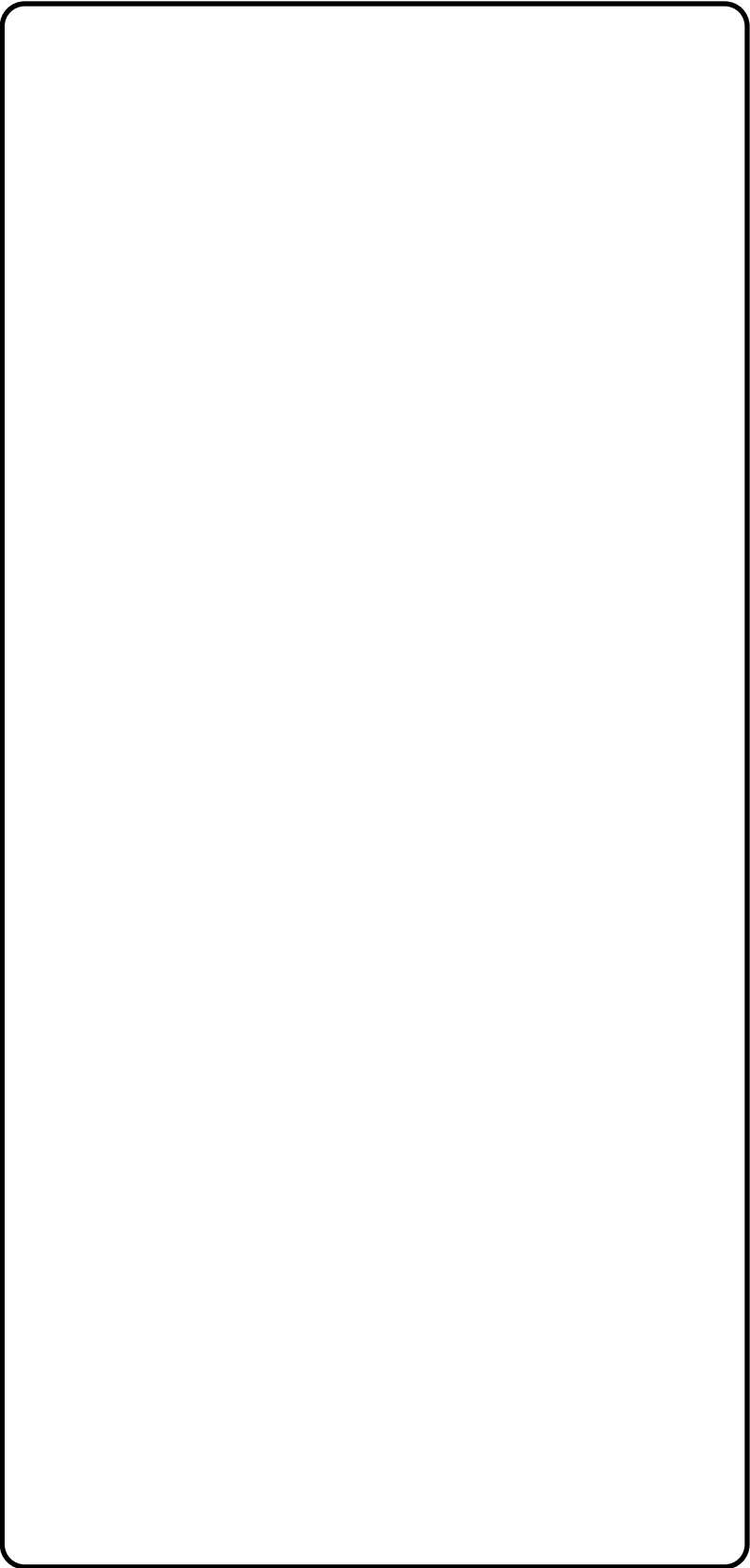
Pacman



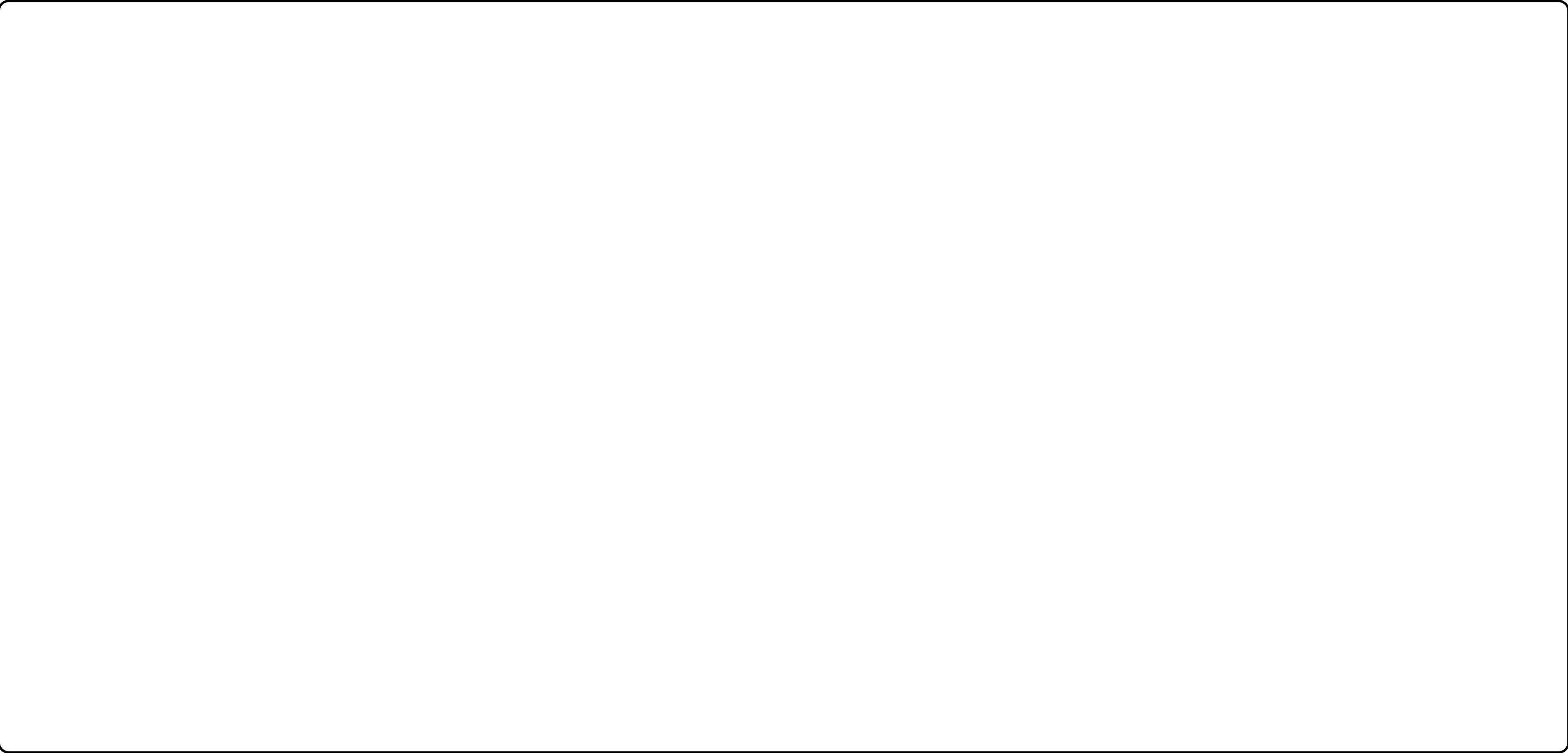
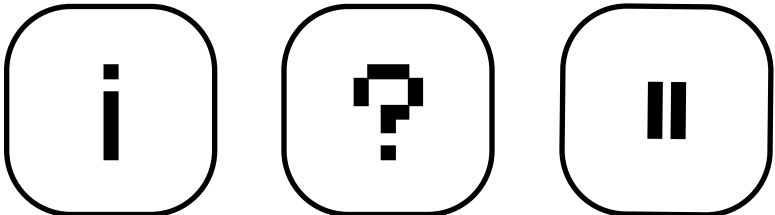
Pacman





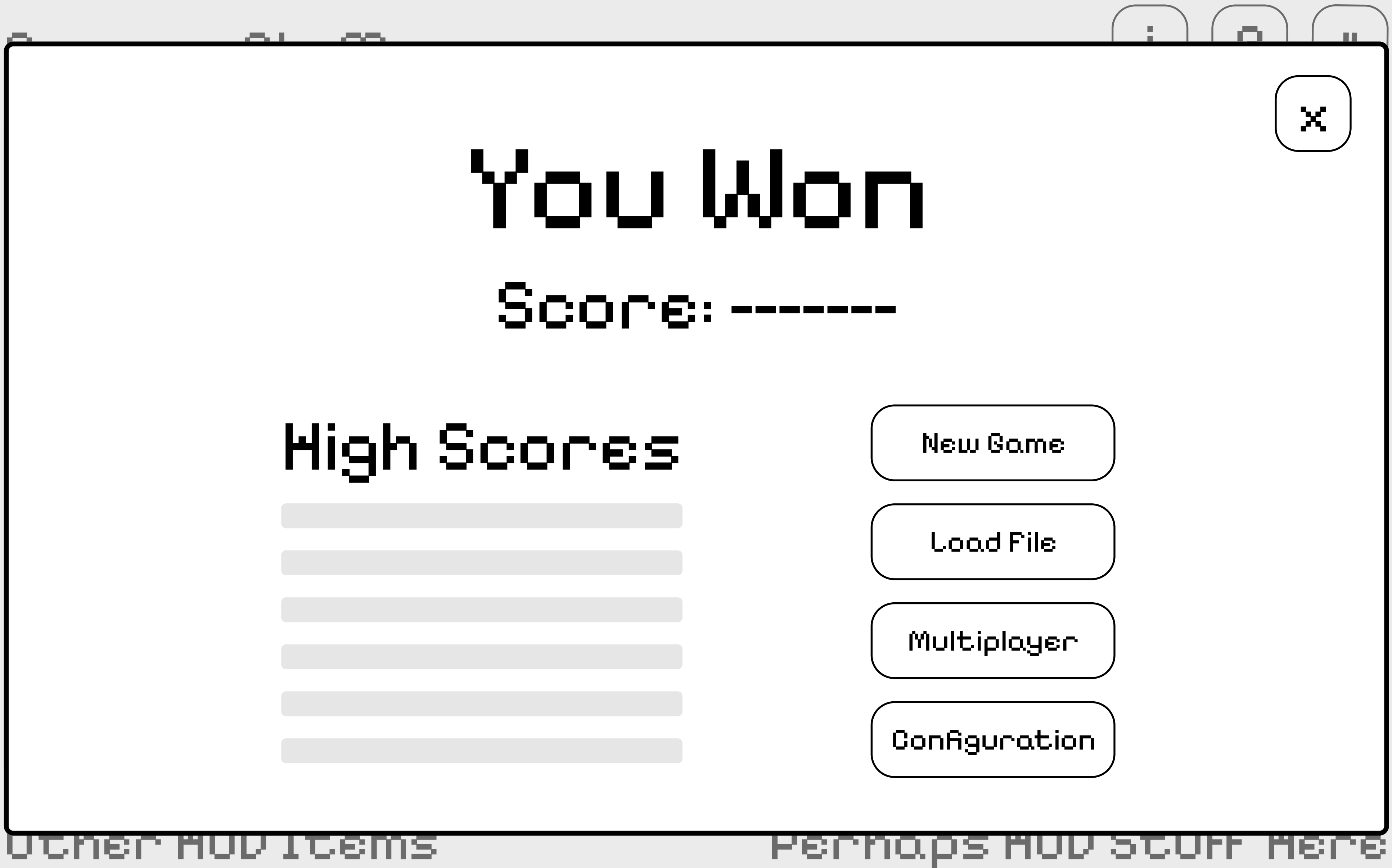


Score or Stuff



Other HUD Items

Perhaps HUD Stuff Here



You Won

Score: -----

High Scores



New Game

Load File

Multiplayer

Configuration

OTHER HUD ITEMS

PERHAPS HUD STUFF HERE



Paused

Current Score: -----

New Game

Load File

Save Game

Configuration

Game Info



Other HUD Items

Perhaps HUD stuff here

Entities

???

+

General

Map

dklfjasdklf

Entities

???

General

Map

dklfjasdklf

+

Dynamic Entity Quick Properties

X

Entities

???

+

General

Map

dklfjas

Properties

Entities

???

+

General

Map

dklfjas

Static

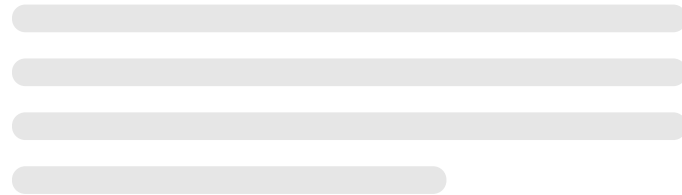
Dynamic

Layers

Walls

something

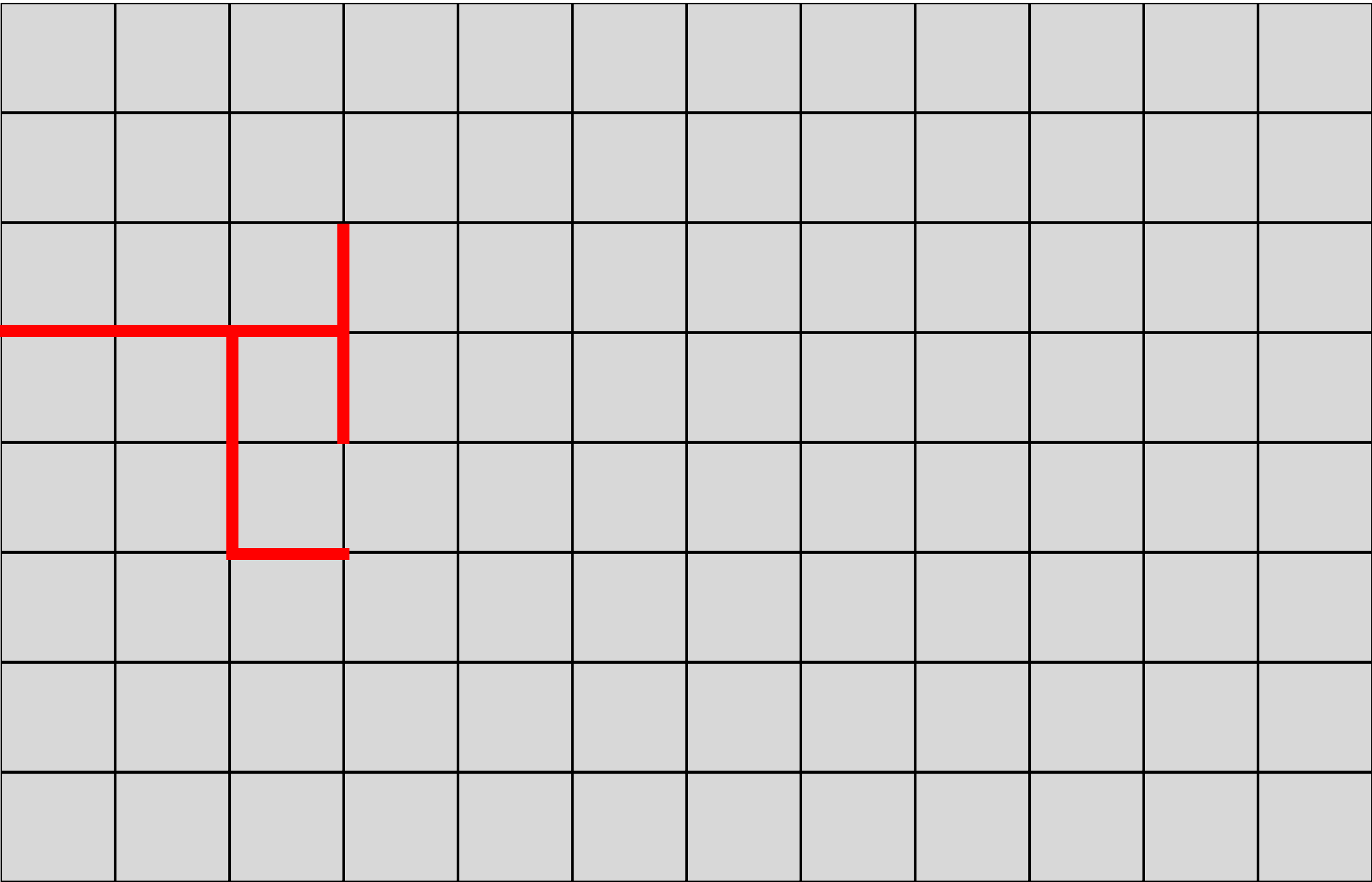
Walls



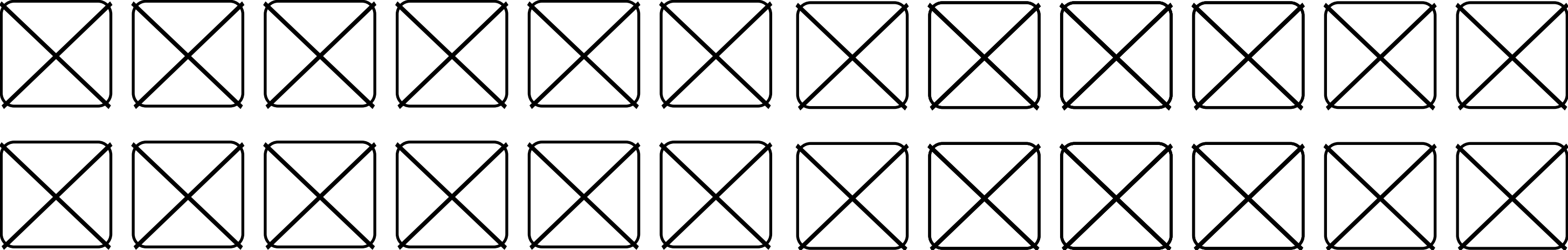
General

Map

dklfjasdklf



- +
- +
- +
- +



Static

Dynamic

Layers

Pacman

Ghost

Powerup

Pacman

General

Map

dklFjasdklF

				<div></div>					

+

+

+

+

Properties

Static

Dynamic

Layers

Pacman

Ghost

Powerup

Pacman

General

Map

dklfjasdklf

