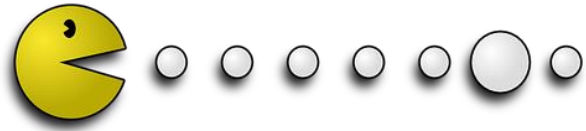


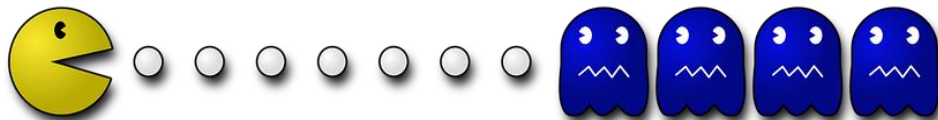
Pacman

and the ghosts



Developer started this work but left in the middle, we need help adding the following features:

- a game-over modal with a play again button should be displayed.
- When all food is collected - game done – show victorious modal with a play again button
- Ghosts should have a random color
- Add support for power-food (4 corners of the board)



- When pacman eats a power-food:
 - ghosts should appear in different color
 - If pacman meets a ghost it kills it – the ghost should be removed from the ghosts array
 - Super power ends after 5 sec and ghosts are back to life
 - If pacman eats a `SUPER_FOOD` when he is already `isSuper`, don't eat!
- Cherry 🍒 - Place a cherry in a random location every 15 secs
 - cherry gives you 10 points (it is NOT a power food)

- We need to find an empty location for the cherry, and we want to make it random

TIP: You can find all the empty locations, add them to an array and then select a random location from the array.

- BONUS: Make the pacman face the direction where it goes

