Pac-Man

# Overview

Using a joystick you move Pac-man around a maze and eat Pac dots while avoiding enemy ghost.

## Basic Rules

1. You get 3 lives to start
2. If a ghost catches you, you lose a life.
3. If you get a score greater than 10,000 you earn a life
4. If you eat all the Pac dots you advance to the next level
5. You keep increasing your score until you are out of lives.

## Features

1. Power Ups include 4 Big Dots in every corner of the screen
2. Eating a big dot causes the ghosts to be scared and allows you to eat them for an extra 200 points each
3. The ghost stay in this scared mode for 5 sec and then return to chasing you

## Difficulty

Depending on the variations you add to the game, this could be a hard game given the following items.

1. Speed of Ghost
2. Complexity of the ghost AI

## Sounds

There are four different sounds in my pacman game

1. There is an intro song at the beginning before the game starts
2. There is a sound when pacman dies
3. There is background music that plays while the game is in progress
4. There is a sound that plays when pacman eats a pac dot