



Assignment

1. Convert the Pacman to a structure (*or even better: an object +1 point*)
2. Convert the game to a Snake game
 1. Use a vector of Pacman objects to represent the snake

Snake game overview

Similar to packman game with 2 main changes:

1. Every time the snake eats food, it grows by 1 unit
2. if the snake moves to (i.e. hits) itself, the game ends