(?) denotes that sentence may not be 100% correct.

All of the drawing will have to be updated to work with the new unity graphics

JoyUpdate, JoyCalibrate, and JoyInit are useless for what we are doing.

Silence appears to kill the sound and reset it (?)

This game supports WASD, arrows, and numpad keys (4862).

There is an odd variable Elroy and superElroy. Is this paku paku?

The playEatGhost procedure appears to reset the sound and play the eating ghost sound only, likely not required to be transferred

The scores in the pascal program uses longs for the value.

On death the player is reset facing and moving to the left.

Every movement is linked to an exit counter for each of the ghosts

Blane and Hinky have special logics upon initialization. This appears to be linked to the exit counter to leave the jail in the center.

We are likely to make the menuLoop procedure as our main and gameLoop as what it calls, or base it off of that.

gameLoop: Displays the ready on each new level, then plays the starting theme on firstRun and sets firstRun to false, then will set the speed to the current level’s rate and resets the jail timers, dotcounters, and fleetotal. Pellets seem to be on a loop of 6 for the blinking. Stinky also calls his update every three ticks of the timer(?) and then the game will check for ghost collisions. lines 2013 to 2079 are sound handlers and can be ignored. Afterwards the game will check to see if a char got read in to change directions and repeat until the dots are <=0 or lives are <= 0. Dots = 0 game moves to next level. Lives <= 0 or stage <=0 the game checks to see if the scorelist can be updated and ends the procedure.

menuLoop controls the menu flashing and will go into the game if the key is correct, and will redraw the menu once the game is over and resume the menu loop.