Reengineer Pascal Game Paku Paku

1. Description of the game to be re-engineered:
   1. Name: Paku Paku
   2. What the game is about: It’s a pacman port to the MS DOS operating system released in 2011. The user needs to use arrow keys to navigate through the maze and eat all the dots in the maze without being eaten by a ghost.
   3. Game rules (how to play the game): User controls paku paku, which must eat all the dots in the maze to advance to the next level. If paku paku eats a large dot, he is temporarily able to eat ghosts for bonus points. Points are accumulated by eating dots, ghosts, or an occasional fruit that appears in the maze.
   4. Release date: 2011
   5. Download link: <https://deathshadow.com/pakuPaku>
   6. Programing language used: Pascal
   7. Program size: 189 KB
2. Plan for the reengineering:
   1. New language to use: C#
   2. New game should be able to run on Windows 10 and Android VR.