Food class: to manipulate the food on the screen and also to display it.

Menu class: to draw menu and detect whether the menu is being pressed or not.

Setup(): load up images and sound as well as the slider for color changing.

Draw(): play the intro and show a list of menus after. Initializes the menu class and draw out all of the menus.

Update(): updating which menu is being pressed

PacMan(): draw the pacman for the intro animation

game\_pacman(): draw the pacman for the in game one and update its movements.

Game\_ghost(): draw ghosts for the in game and updates their movements as well.

Mouse\_pressed(): check if which menu being pressed as well as updating all of the flags.

animateIntro(): the design for the intro animation.

End\_game(): stop the game with an game over text and wait for user to hit q to quit.