Pac-Man is a classic arcade game that was first released in 1980. It was developed by Namco and designed by Toru Iwatani. The game features a yellow character named Pac-Man who moves around a maze-like screen, eating dots and avoiding four colorful ghosts. The objective of the game is to eat all of the dots in the maze while avoiding the ghosts.

The game's maze is made up of a series of corridors and rooms, and there are power pellets scattered throughout the maze that Pac-Man can eat. When Pac-Man eats a power pellet, the ghosts turn blue and Pac-Man can eat them for a short period of time. If Pac-Man is caught by a ghost, he loses a life. The game is over when all of Pac-Man's lives have been lost.

In addition to the basic gameplay, Pac-Man also features a variety of bonus items that can appear in the maze, such as fruit and other special items that grant extra points. There are also hidden warp tunnels that Pac-Man can use to move quickly from one part of the maze to another.

Over the years, Pac-Man has become one of the most iconic video game characters of all time, and the game has been ported to countless platforms and inspired numerous sequels and spinoffs. Its simple but addictive gameplay, catchy music, and colorful graphics have made it a beloved classic that continues to be enjoyed by players of all ages.

**To do:**

Italics means extension – do if there’s time

1. Class diagram
2. Build pacman and ghosts with their little faces and tenticles
3. Graphics window starting screen (static – maze, little ghosts, pacwoman, little dot, big dot, score in hearts, *highscore*)
4. Pacman moves and connect to keyboard
5. Random ghost movement
6. Eating and score raise of the small dots
7. Eating and blue zones of the big dots + score update based on pac eating ghosts
8. A\*
9. Think about maze generation, levels,