Game Outline:

Start (InitializeGame):

Initialize game variables, the game board, player, and ghost positions.

Place pellets on the board.

Main Game Loop:

DisplayBoard: Clear screen and display the current game board, score, and lives.

GetInput: Read player input for movement ('w', 's', 'a', 'd').

UpdateGame:

Clear the previous player position.

Update the player's new position.

Check for pellet collection and update the score.

Check for collision with the ghost and update lives.

Move the ghosts.

Check for collision again after moving the ghosts.

CheckWinLose: Check if the game is over (win or lose).

If the game is over, exit the loop.

EndGame:

Display end game message.

Exit Program:

Return 0 (exit the program).