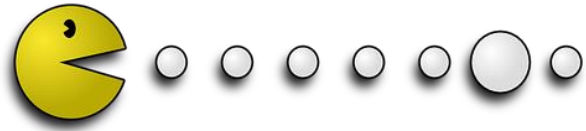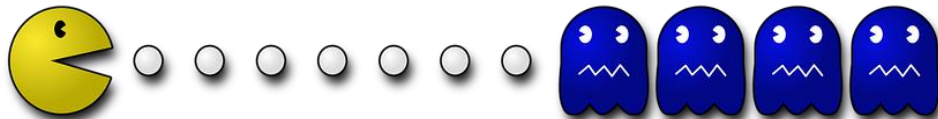# Pacman

and the ghosts

Developer started this work but left in the middle, we need help adding the following features:

- Instead of alert('Game Over!'); client has insisted that a GameOver modal with a play again button should be displayed.
- When all foods are collected - game done – show Victorious modal with a play again button
- Ghosts should have a random color
- Add support for power-food (4 corners of the board)

    - When pacman eats a super-food:
        - ghosts should appear in different color
        - If pacman meets a ghost it kills it
        - Super power ends after 5 sec and ghosts are back to life
- BONUS: cherry - Place a cherry in a random coordination every 15 secs (if selected place is not available (empty) you can skip this cherry)
- BONUS: Make the pacman face the direction where it goes