Pacman – Bugs

Each commit represent a bug, so in order to know what cause the bug you can see the commit changes. In addition you can resolve the bug with a simple *revert*.

The bugs:

1. Replace enemy and player pictures, in the ApplicationResources folder.
2. Replace` w` key with` r` for changing worlds in the menu.
3. Destroy the high score- miscalculate the world index for the high score:  
   The world indexed goes from 1 to 5, and high\_score is a an array of integers that holding the best scores of each world, to get the world best score we should adjust the index world to the array index by decreasing it in 1. high\_score[world\_index -1], when we don't do it, two bug will occur:
   1. When we play in world number i we will update the score for world number i+1
   2. When we play in world number 5, the last one we will access memory beyond the array and cause to stack corruption.
4. Destroy the characters drawing by changing the constant SDLMAN\_CHARACTER\_SIZE:  
   The constant SDLMAN\_CHARACTER\_SIZE should be 26, there is also a comment that mention it, but we add 0 in the start which mean that is 026. And every number with an initial zero counts in octal base, this cause problems at character drawings.
5. Destroy world2 by renaming the file world2.bmp to world22.bmp
6. Player doesn't die when meet an enemy mechanism
7. Destroy the boost mechanism
8. Switch Directions
9. Don't enter game main loop
10. Add some compilation errors ☺