Pac Man plan:

* Board
  + Walls
  + Dots in set positions
* Ghosts-move randomly and change direction when they meet walls or each other
  + Game over when pac man is eaten
  + Restart when pacman eats them in reverse mode
* Pac man- eats the dots
  + Controlled by used
  + Eat all the small yellow dots to advance to next level
  + Big dots make the game change colors and the pac man can eat the ghosts to restart them
* Point keeper
* Fruits????

Advanced Ideas

* Wall changes when the pac man eats a bad dot
* Extra levels
* New boards