1. Pac-Man Clone

- Recreate the classic arcade game using Unity and C#

- Implement maze navigation, power pellets, and AI-controlled ghosts

**Plan**

1. **Setup Unity Project:**
   * Create a new 2D project in Unity.
   * Set up the main scene with a basic maze layout.
2. **Create Pac-Man:**
   * Create a Pac-Man sprite.
   * Implement movement controls using arrow keys.
3. **Create Maze:**
   * Design the maze using Unity's Tilemap system.
   * Add colliders to the walls to prevent Pac-Man from passing through.
4. **Implement Power Pellets:**
   * Place power pellets in the maze.
   * Detect collision between Pac-Man and pellets to "eat" them.
5. **Create Ghosts:**
   * Create ghost sprites.
   * Implement basic AI for ghost movement.
6. **Game Logic:**
   * Implement game over conditions.
   * Add score tracking.

2.