Development Analysis

1. **Images:** Initially I wasn't sure how I wanted to implement the graphics of Pac-Man and the ghosts onto the screen. I consulted with the teacher and teacher assistant for effective ideas of how to place images on the screen. They advised that I use ImageIcon, and after some research I was able to figure it out and implemented it in my program.

2. **Ghost Random Movement:** My next challenge came with the movement of the ghosts. The ghosts are supposed to move in a random movement about the screen. I wasn't sure if I wanted the ghosts to change a direction with every single move or to do that when they hit a wall, so I decided to have the ghosts change direction with comparison to their immediate surroundings.

3. **Pac-Man Animation:** Pac-Man in the original game moves its mouth open and closed when it moves around the screen. I tried originally to alternate between the two images of Pac-Man with an open and closed mouth but the animation was too fast that it looked like the image was a glitch. So to solve this, I had to implement a delay in the animation to slow down how fast the program alternates between the two images.