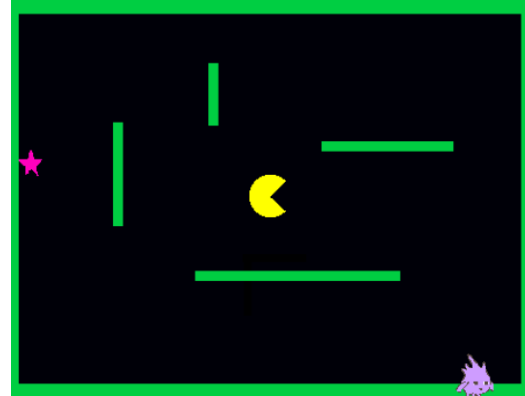


#	Ideas	Hints
1	EASY Add a maze to your background	<ul style="list-style-type: none"> Make sure that the color of your maze walls matches the border around your background. Here is an example: 
2	EASY Add a special prize (worth more points) that appears at random times and is only visible for a short time	<ul style="list-style-type: none"> A good place to start is with your current prize (the star). You can duplicate this sprite or you can copy the code blocks into a new sprite that you create.
3	EASY Add more monsters	<ul style="list-style-type: none"> Did you know you could right click on a sprite and duplicate it and all the instruction blocks? This is a fast way to make more monsters! Hint: Wait until you are done adding all instruction blocks to the first monster. If you add instruction blocks later, you will need to add them to all the monsters. CHALLENGE: Can you make the extra ghosts appear after a certain amount of time or when the score gets to a certain level?

4

EASY

Add sound to your game

- Does Pac-Man make a sound as he chomps across the board?
- What sound does Pac-Man make when caught by a monster or when a prize is captured?

6

MODERATE

Make Pac-Man change appearance or say something when he is captured by a monster.

- If you have ever played the original Pac-Man game, think about what happens when Pac-Man is captured.
- Hint: What makes this task hard is making the motion pause when Pac-Man is caught.

5

MODERATE

Make the monster go faster when the score reaches a certain level or each time the score increases.

- Experiment and find out how to make the monster move faster or slower on the screen.
- Hint: You will probably need to create a variable to keep track of the monster's speed and increase the speed when score goes above a certain value or each time the score increases.

6

MODERATE

Add levels to the game. Switch levels when Pac-Man captures a special prize.

- Each level will have it's own background.
- A broadcast message similar to the 'Game Over' message you created can be used to switch levels.

7

DIFFICULT

Make a special prize that when captured by Pac-Man makes it possible for Pac-Man to capture the monsters for some short amount of time.