**Tips on the Workflow of the Project**

1. Create the text file representing the board.
2. Read the text file inside the code and draw the board graphics.
3. Draw the character of the player, i.e. Pacman, and control its movement.
4. Handle the fright mode from Pacman’s side.
5. Handle the score of the player.
6. Handle the characteristics of the food.
7. Draw the enemies, i.e. the four ghosts, and control their movement (their movement is based on random directions in the beginning).
8. Handle the enemies’ collision with Pacman.
9. Handle the fright mode from the ghosts’ side.
10. Create the Graph class and the shortest path function, Dijkstra’s Algorithm.
11. Change the ghosts’ movement to be based on path finding.