My clone of pacman features a zombie like humanoid walking around the map collecting oversized gems that flicker between the colour green and pink. The zombie named Gilgamesh(he got immortality) can warp from one side of the map to the other, this was achieved by programming it so if Gilgamesh reached a certain point close to the edge of the map, he would be teleported to the other side of the map on the same Y level he was before, if I were to do this again I would spend more time fixing it so Gilgamesh’s teleportation looks seamless like if you stopped at a specific point you could see half on one side of the screen and the other half on the other side, as of now when Gilgamesh gets to a point that is close to the border but not the border he teleports and it looks clunky and unpolished. I also changed the sprites from the original pacman and munchies, to a zombie (Gilgamesh) and gems that flicker, I did this to distance the project from the source of pacman, I didn’t want it to be a pacman clone, I wanted it to have its own thing. I created new sprite sheets from scratch, I took free assets from the internet (from <https://opengameart.org/content/topdown-assets> ) and edited them in photoshop, once I was happy with the result I exported the image as a png, and in the code where I told the program where to source the image to draw I changed it to guide it to the new assets. This did create some problems, one of which was I accidently sized the images wrong, so it was drawing the whole image and it had nothing to flicker to, I fixed this by resizing my images to be smaller, I got the new size and told the program how much of the image to draw at a time, then flicker to the other part of the image on the next frame. If given more time I would implement 3 frame animation on the sprites to make things look more fluid and natural, and I would try to draw my own sprites using something like Piscal. I also implemented a sprint, when the player presses F the payer goes faster, the thing that is wrong with this is once pressed it won’t stop, the player will get faster forever. Overall I think this game is lacking many things that I did not know how to implement and if given a chance to do it again, I would ensure I understand the skeleton code before wee1 where we change it , where I went wrong is I did not fully understand the code and how things worked before making changes, then the more changes I made the more I got confused on how things were meant to work, and the more complicated my code got, that way if I understand it I ca implement the things I wanted to such as an AI( the code there has been started but given the deadline I decided to focus on the tings I could do), a scoring system to go along with the gem collectables, a death animation when the AI collided with the player, obstacles for the player to navigate to help outrun the enemy(which would have looked like death(because death would want Gilgamesh because they would feel cheated))