PacMan Mods for Version 1  
  
  
1. Initial screen needs to be changed or replaced to avoid copyright issues. Have “MathMan Addition” as game name in initial screen. Title needs to be such that I can change the title to say MathMan Subtraction, MathMan Multiplication, etc.   
2. Initial screen would need to have a “More Games” button that links to [**www.mathpup.com**](http://www.mathpup.com/), an “Instructions” button that links to a simple instructions page and a “video” button that would link to a video page on my site. I would put the instructions in for the instructions page once I got the capx  
3. Sounds/music need to be changed as they are too similar to the original game. You can use sounds from the MathMan games I have on my site and I think I can provide them to you. Or you can put in sounds you think would work better and I can pay for them if there is a license fee for them.  
4. Make minor changes to Pacman and ghosts again for copyright reasons. You can probably make them similar to what Novel Games did here: [**http://www.novelgames.com/en/mathman/**](http://www.novelgames.com/en/mathman/) and actually the sound is kind of cool too.  
5. For this version I’d just make a dialog box show up with a math question and 4 answer choices.  
6. Control could be by keyboard as it is now or by touch. Not sure the best way to do touch but you could use whatever method is best. The only possibilities I can think of is arrow keys, invisible locations on the screen or have mathman go towards the direction touched on the screen.  
7. I like a high score table but they always seem to be susceptible to hackers. If there is one out there for HTML5 games that are easy to implement then I’d say yes. Otherwise just have the high score saved to memory. If saved to a players device then have a reset button to reset the high score.