**Work List**

* Set up GitHub, copy Source and Documentation
* Create Work List
* Code Read original Pacman Source and tidy up/improve comments where required.

Reskinning

* Replace the font with something a bit cleaner.
* Fix Ghost Graphics
* Fix Pacman Graphics
* Fix Fruit Graphics
* Fix Power Pill Graphic
* Twiddle other graphics till similar but different enough.
* Change sound effects and music
* Create configuration event file (initially just the title and sub title)
* Change title page to include title and sub title (note button requirement)
* Change Copyright and Ownership stuff
* Disable the intermission code.

Modifications

* Add the working buttons to the title page.
* Add touch controls throughout, bear in mind the non-cancellation issue ala AVMICO, isolate controls so we can use them in high score table as well.
* Add a high score page with editable names, store in local storage – this page toggled through via title page on an alternating basis or reached there by game end / high score.
* Adjust the game displayed high score to work with high score table.
* Add the layer up/layer down code same ideas as used in shop.
* Move power pills system into the configuration file, return CSV list of one side only.

Question System

* Devise and implement the question system.

Tidy Up

* More testing (also included in Code Reading ?)
* Code Read / Comments.
* Beta.