**Work List**

* ~~Set up GitHub, copy Source and Documentation~~
* ~~Create Work List~~
* ~~Build and test on various platforms to see if it works~~
* ~~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~~
* ~~Change Death Animation~~
* ~~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.~~
* ~~Revamp touch controls~~
* ~~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 ?)
* Test on iPad and Android as far as possible.
* Clear any outstanding issues.
* ~~Code Read / Comments.~~
* Beta.