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<p align="center">PacMan 3 Homework</p>

1. What is the role of EmptySprite?

   EmptySprite is a sprite that when drawn, displays nothing. An empty sprite is created in the currentSprite() method within the AnimatedSprite class. This method checks if the animated sprite is out of frames. If it is, the method returns an empty sprite to avoid a null exception.

2. What is the role of MOVE_INTERVAL and INTERVAL_VARIATION?

   MOVE_INTERVAL and INTERVAL_VARIATION affect the movement of the ghosts. The move interval is the base interval of movement, and the interval variation is how much the interval should vary. Each ghost has it's own MOVE_INTERVAL and INTERVAL_VARIATION defined. They each pass these values to an overridden Ghost constructor. Therefore, these values will be used by the getInterval() method to find the suggested delay between each ghost's moves.

3. If you wanted to add a fruit, which files would you need to change?

   If you wanted to add a fruit, you would need to change Level and LevelFactory since these classes draw the entire board, pellets, and characters. We should also update the defaultPlayerInteractionMap class in order to account for collisions between the player and the fruit. I would also recommend creating a separate class for the fruit in order to load the image and define a point amount.