JPacMan3
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Q1: What is the role of EmptySprite?

Per comments on the class: EmptySprite is simply a sprite (image) that is empty. It does not contain any data and when drawn, nothing happens. Also under the AnimatedSprite class, it serves as the "end of a non-looping sprite".

```java
/**
 * Static empty sprite to serve as the end of a non-looping sprite.
 */
private static final Sprite END_OF_LOOP = new EmptySprite();
```

Q2: What is the role of MOVE_INTERVAL and INTERVAL_VARIATION?

MOVE_INTERVAL and INTERVAL_VARIATION work together to determine the movement of a Ghost.

```java
/**
 * The variation in intervals, this makes the ghosts look more dynamic and
 * less predictable.
 */
private static final int INTERVAL_VARIATION = 50;

/**
 * The base movement interval.
 */
private static final int MOVE_INTERVAL = 200;
```

MOVE_INTERVAL is the base amount of movement, while the INTERVAL_VARIATION allows this base amount to be modified by a random number.

```java
/**
 * The time that should be taken between moves.
 *
 * @return The suggested delay between moves in milliseconds.
 */
public long getInterval() { return this.moveInterval + new Random().nextInt(this.intervalVariation); }
```

Q3: If you wanted to add a fruit, which files would you need to change?

You could add a new fruit image (.png) to the Sprite file inside the resources file.