1. EmptySprite is to make a 0×0 sprite with nothing on it, and we use it in Animated Sprite. When the **currentSprite** method need a result and the frame is over limit, the EmptySprite can make sure the result is not NULL.
2. The ***MOVE\_INTERVAL*** and ***INTERVAL\_VARIATION*** are found in npc.Ghost. Just as the comment showed, they are used to definite the move interval of the ghost. MOVE\_INTERVAL is the basic interval, also can be considered as speed, and INTERVAL\_VARIATION is to make different ghost have different speed(Blinky, Clyde, Inky and Pinky).
3. I think we should change the **Level** and **LevelFactory**. Because these two classes are used to build the GUI of the game, it decided the pellets, walls and grounds, so we may need additional arguments to make fruits appear in this game. And we may also need a new **Fruit** class for fruits, to define fruits’ image and value.