1. Role of Empty Sprite
   1. Serves as the end of a non-looping sprite. When this sprite is called, nothing happens – animations remain unchanged.
2. Role of MOVE\_INTERVAL and INTERVAL\_VARIATION
   1. MOVE\_INTERVAL
      1. The base interval of movement. Determines base speed of the ghosts
   2. Interval\_VARIATION
      1. The variation of the interval. Makes ghosts look more dynamic and less predictable by allowing random variations to affect the base interval.
3. Add Fruit – which files to change?
   1. PacManSprites
      1. Create sprite animation for fruit
   2. LevelFactory
      1. Populate level with fruit
   3. Default Interaction Map
      1. Default collisions for player-fruit & collision map for player-fruit
   4. PlayerCollisions
      1. Actual case of player colliding with fruit
   5. Level
      1. Starts and counts the amount of fruit on the board
   6. LevelFactory
      1. Create a new fruit
   7. MapParser
      1. Parse the text representation of fruit into an actual level
   8. Fruit (new class needs to be added)
      1. Add sprite and value for fruit
   9. Fruit Factory
      1. Creates a new fruit