

Checklist

1. Video controller
 - a. Screen displays maze
 - b. Screen displays dots
 - c. Screen displays Pac Man
 - d. Screen displays 4 ghosts
 - e. Screen displays current score
2. Collision Detector
 - a. Pac Man does not run through walls
 - b. Ghosts do not run through walls
 - c. Pac Man is eaten if he collides with a ghost
3. Scoring Module
 - a. Dot disappears from screen if Pac Man passes over the dot
 - b. Score increments each time a dot disappears
 - c. On reset, RAM that stores the dots is refreshed.
4. Ghost AI
 - a. Ghosts follow either left or right walls
 - b. (if time permits) Ghosts move randomly.
5. Pac Man controller
 - a. Pac Man is controlled via the labkit buttons
 - b. (if time permits) Pac Man is controlled by a Playstation controller.
6. Power Pills
 - a. Pac Man eats ghosts if he collides with them
 - b. Ghosts stop moving if Pac Man eats the power pill
 - c. Power pill mode does not continue indefinitely
7. Ghost Respawning
 - a. Ghosts reappear in ghost pen 30 seconds after they have been eaten.
8. Animation
 - a. Pac Man can open and close his mouth.
(if time permits) Pac Man's mouth opens in the direction he is moving in.
 - b. Ghosts can move their eyes in circles and wiggle their feet.
9. Game Controller
 - a. Game ends when all the dots have been eaten or if the ghosts eat Pac Man
(if time permits) Pac Man has multiple lives
 - b. On reset, Pac man moves to bottom of screen, ghosts move to ghost pen
10. (if timer permits) Sound effects
 - a. Music each time Pac Man eats a power pill
 - b. Music at game end and reset
11. (if time permits) Two Player mode
 - a. 2 Pac Man sprites on the screen. One controlled by labkit buttons, the other controlled by the a keyboard.
 - b. Two score displays, one for each Pac Man. Game is still over when all the dots have been eaten or when both Pac Man sprites have lost all their lives