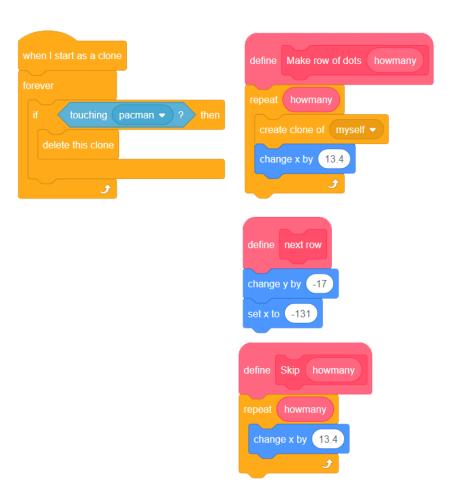
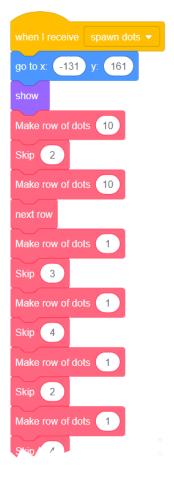


PAC MAN

Today we're going to code our own version of the 1981 classic Pac Man, a game that ate thousands of Mr. Tomec's quarters back in 1981. This is a notoriously tricky game to program in Scratch, as you'll notice if you play any of the very buggy variants that are available on the Scratch website. We're not going to do the whole game -- just the hard parts that aren't very intuitive. From here, intermediate Scratchers should be able to program ghosts, fruits, pills and other features. Looking forward to seeing your remixes!

DOT GENERATOR SCRIPT





PAC MAN

```
when 🔁 clicked
go to x: 11 y: -26
start sound pacman_beginning •
                                            sound = on then
                                                +
point in direction 90
                                              when 🔁 clicked
     color is touching ? then
  move 3 steps
  set sound ▼ to on
  set sound ▼ to off
     key up arrow ▼ pressed? then
  point in direction 0
     key down arrow ▼ pressed? then
  point in direction 180
     key right arrow ▼ pressed? then
  point in direction 90
  point in direction -90
     touching right ▼ ? then
  go to x: -132 y: 9
  point in direction 90
 if touching left ▼ ? then
  go to x: 153 y: 9
  point in direction -90
     touching (ghost ▼ ? ) then
  start sound pacman_death •
  change Lives ▼ by -1
```