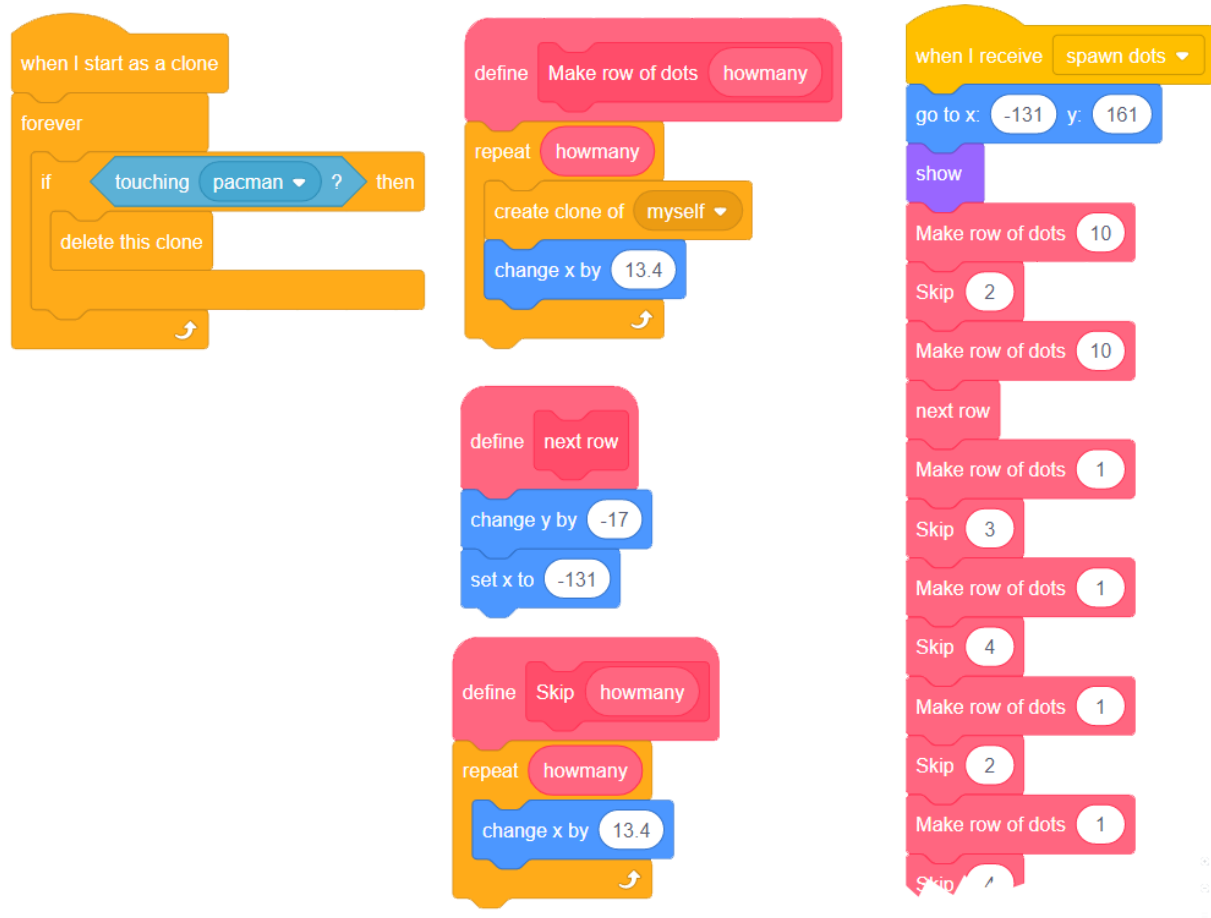


# PAC MAN

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

