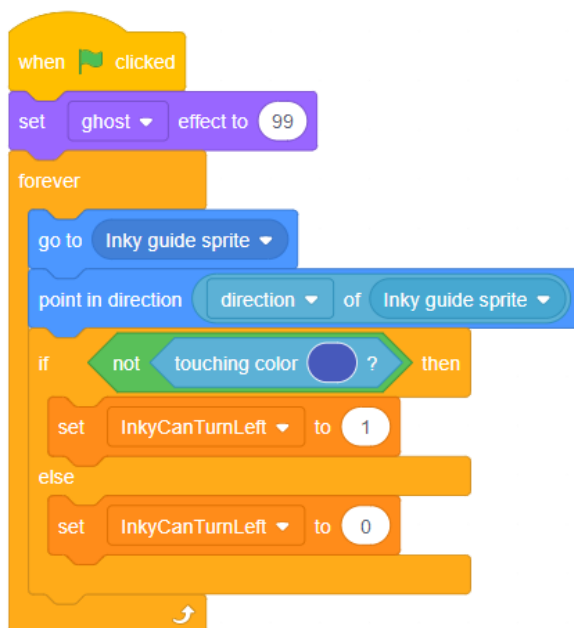


PAC MAN PART 2

By popular demand, here's a lesson that expands on last week's Pac Man lesson to make the ghosts navigate around the screen more intelligently. Note that the ghosts aren't actually intelligent, in the sense that they don't see Pac Man and move towards him, but they don't in the original arcade version either. At the end of the video lesson I'll discuss how you might want to implement "smart ghosts" if you want to remix the game further. You can find the starter file for this project [here](#).

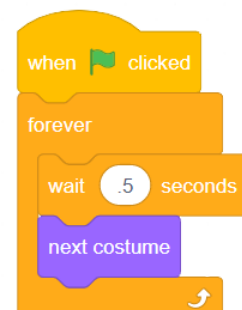
LEFT GUIDE



RIGHT GUIDE



INKY SPRITE---->



MAIN GUIDE SPRITE

when clicked
go to x: -10 y: 14
set ghost effect to 99

when I receive start game
glide 1 secs to x: 11 y: 14
glide 1 secs to x: 14 y: 46
point in direction 90
forever
Check if forward movement possible
Look for side tunnels
if InkyCanGoForward = 1 then
move 3 steps

define Pick new direction
if InkyCanTurnLeft = 1 and InkyCanTurnRight = 1 then
play sound random until done
if pick random 1 to 2 = 1 then
turn 90 degrees
else
turn 90 degrees
set InkyCanGoForward to 1
if InkyCanTurnLeft = 1 and InkyCanTurnRight = 0 then
play sound left until done
turn 90 degrees
if InkyCanTurnLeft = 0 and InkyCanTurnRight = 1 then
play sound right until done
turn 90 degrees

define Check if forward movement possible
if not touching color ? then
set InkyCanGoForward to 1
else
set InkyCanGoForward to 0
Pick new direction

define Look for side tunnels
if InkyCanTurnRight = 1 or InkyCanTurnLeft = 1 then
if pick random 1 to 50 = 1 then
Pick new direction