PACMAN

1. Start with your Backdrop
   Paint your maze. Include 2 openings on the side of the maze for PACMAN to teleport through and box in the middle with an opening for the aliens/ghosts.

2. Create your PACMAN
   Delete the Cat Sprite & paint a new Sprite
   Need to have 2 costumes. Both costumes need a dot of color just in front of the PACMAN. This color cannot be the same color as the maze or sprite.

3. Make your PACMAN eat!
   Choose the PACMAN sprite by clicking on it, in the Sprite list. Then make sure you click on the SCRIPT tab. Enter this code.

   This code will place the sprite in the start position, show it and make his mouth open and close.
4. Make your PACMAN move

Enter this script:

```
when green_flag clicked
forever
if color is touching ?
move 3 steps
```

This code is telling your sprite once the GREEN FLAG click start the game by moving FOREVER but only IF the PACMAN is inbounds.

Inbounds is determine by SENSING where the PACMAN is in the maze. That is why we have a dot in front of the sprite. As long as the color of dot is on the color of the background the sprite will take 3 steps.

5. Allow players to change DIRECTION of the PACMAN

Makes Pacman turn right IF right arrow key pressed

```
if key right arrow pressed?
point in direction 90
```

Makes Pacman turn left IF left arrow key pressed

```
if key left arrow pressed?
point in direction -90
```

Makes Pacman turn up IF up arrow key pressed

```
if key up arrow pressed?
point in direction 0
```

Makes Pacman turn down IF down arrow key pressed

```
if key down arrow pressed?
point in direction 180
```

6. Create the Teleports

Click Paint New Sprite

Using the Rectangle Tool draw a solid rectangle the same color as your background

Now Duplicate Sprite and move each Sprite to make an opening on opposite sides of the screen. Rename the sprites Left and Right to reflect their position on the stage.
7. Tell the PACMAN to Teleport

Add this script to the PACMAN sprite:

IF PACMAN touches the LEFT sprite, then PACMAN goes to the other side and points left.

IF PACMAN touches the RIGHT sprite, then PACMAN goes to the other side and points right.

8. Lets make a VARIABLE to keep Score

Select the DATA blocks and then click on MAKE A VARIABLE.

This window will open after clicking MAKE A VARIABLE.

The Variable blocks will now appear.

Name your variable SCORE by entering into this window and clicking OK.
9. Give the PACMAN something to eat and score points

Make a sprite of a small dot or food item of your choice.

Enter this code

This code will show the sprite at start of game when green flag clicked. If Sprite is TOUCHING Pacman it will hide (so it appears that Pacman ate it and reward a point to the player by changing the SCORE by 1

Choose the sprite by clicking on it in the Sprite list. Then make sure you click on the SCRIPT tab.

Use the DUPLICATE TOOL and make 19 more sprites and spread out through the maze.
10. Create a Ghost

Paint a new Sprite

Place the ghost in the middle box

11. Get the ghost moving

When the Green Flag clicked (start of the game), you want the ghost to stay in his box for 3 seconds to give you Pacman a head start. Then FOREVER (during the game) you will want the alien gliding around the maze, returning to his home, pause and then start gliding again.

Make sure you click on Ghost Scripts tab to enter the script

YOUR X & Y COORDINATES WILL BE DIFFERENT.

Enter the Ghost home coordinates (the position in the box)

Now you have give the alien a path to travel. For this you will want him to glide and will need to use the glide block
12. Game Over---Win or Lose

Choose the PACMAN sprite to add this additional script

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Resets the score to 0 at the beginning of the game

IF PACMAN touches the Ghost sprite he will hide to appear he has been eaten and BROADCAST “Lose”

IF the SCORE = total score of all the pacdots then BROADCAST “Win”

Now you need to create 2 more sprites:
1. The Ghost catches PACMAN (the player loses)
2. The PACMAN has successfully eaten all the Pacdots without the Ghost touching (the player wins)

Add this code to LOSE sprite

Add this code to WIN sprite

You got the basics of the game done, you can add to it if you like. Add Sounds, add a level or two, add Power PacDots that gives the PACMAN the power to eat the aliens for a specified time or any other idea that you may imagine!