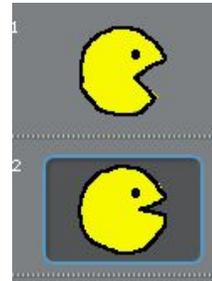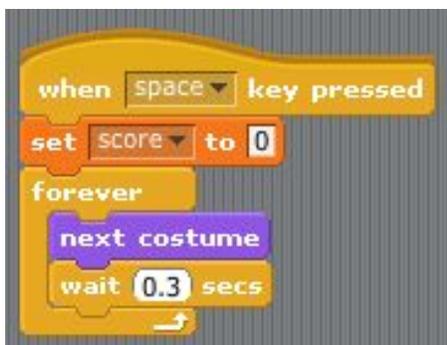# Making a "Pacman" game

1. Create your "pacman" or "pacwoman" sprite. Include two costumes so he can chomp.

2. Create a variable to keep track of how many pellets "pacman" eats.

3. Add blocks to keep your pacman in a certain area. Add a background color.

4. Create "portals" for pacman to jump to other sides of the board. Make tiny dots - these are going to be sprites. (You can also make them look like anything you want).
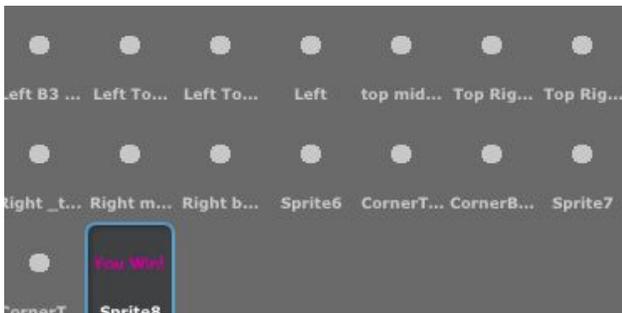
5. Program your "portals" to work. How might you do that?

6. Draw a pellet for pacman to eat. This will be a new sprite. Program your sprite and then make a copy.
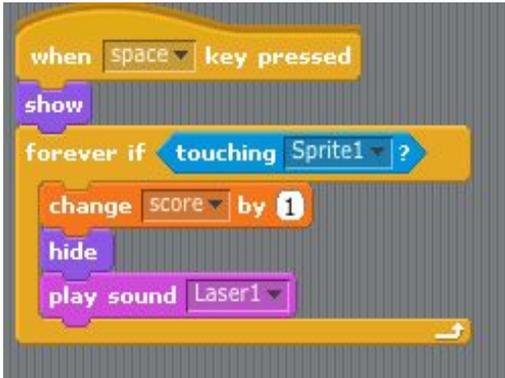
7. Decide how many "pellets" you want pacman to eat. They will be separate sprites. How will you know which one is which?

HINT: You could name them based on location on your board.

8. Add some music that plays continuously. You can add this programming to the background.

9. Make a sprite that shows up when "you win!"

10. Add ghosts?