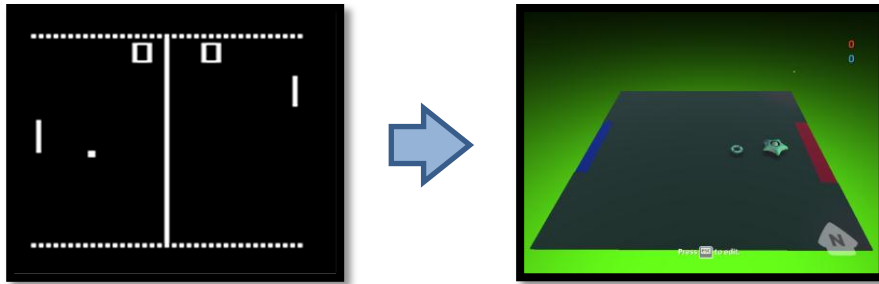# Replicating Old Arcade Games
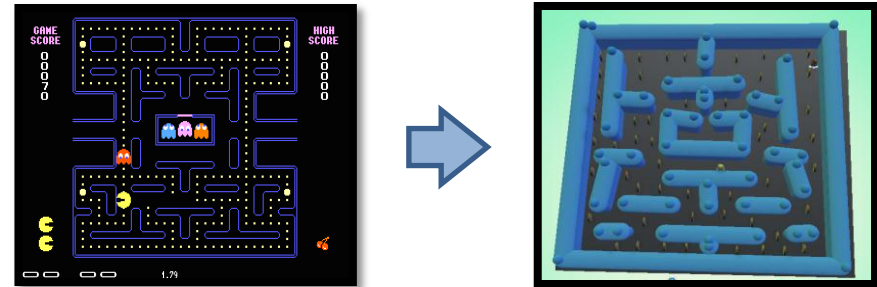
Easy Pong

Hints:

Programming for "bat":

Programming for "ball":

Tricky Pacman

Hints:

1. Create the maze first using walls

2. Add coins and program your "Pacman" character to collect them (maybe he could eat them?)

3. Add enemies that make Pacman lose a life when they bump into him