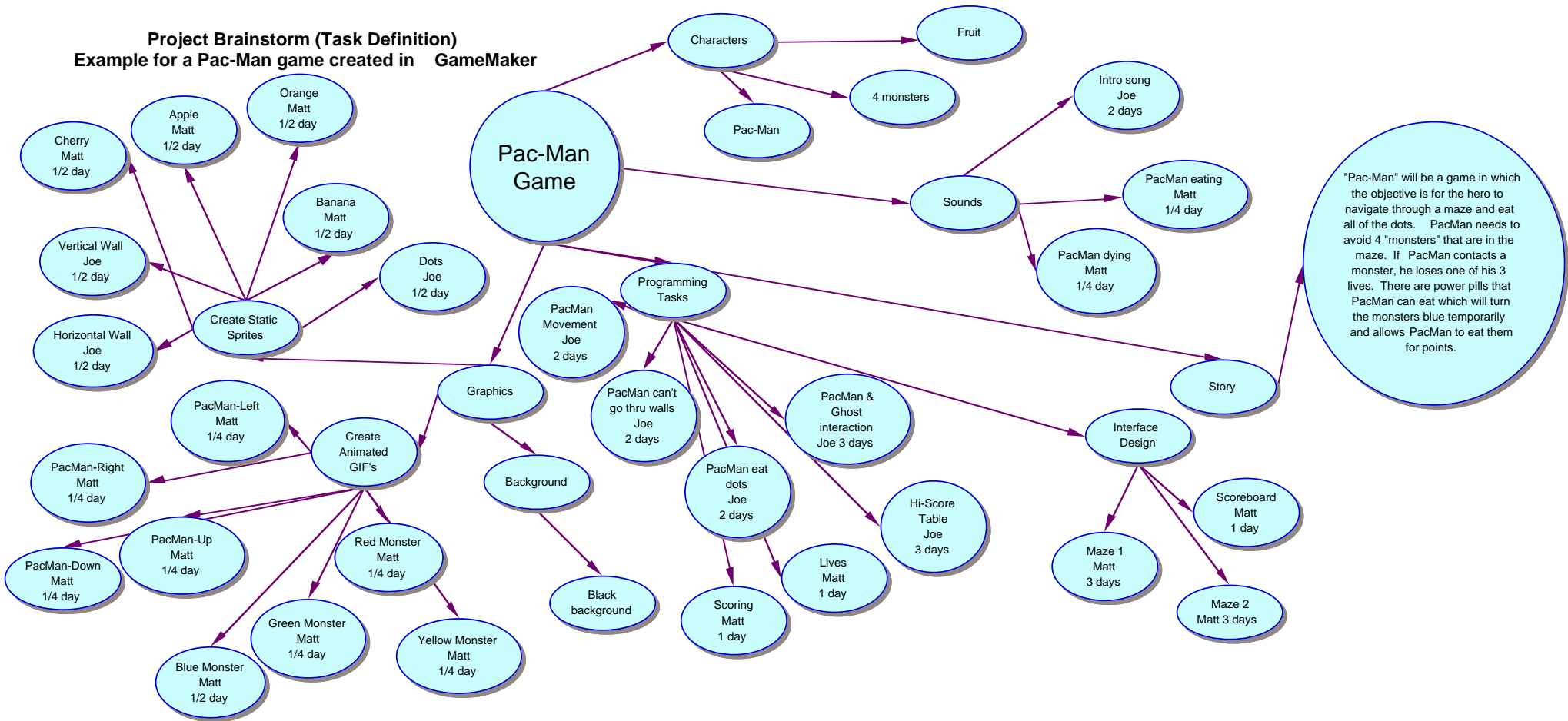


**Project Brainstorm (Task Definition)**  
**Example for a Pac-Man game created in GameMaker**



"Pac-Man" will be a game in which the objective is for the hero to navigate through a maze and eat all of the dots. PacMan needs to avoid 4 "monsters" that are in the maze. If PacMan contacts a monster, he loses one of his 3 lives. There are power pills that PacMan can eat which will turn the monsters blue temporarily and allows PacMan to eat them for points.