Pacman finds himself in a grid filled with monsters.
Will he be able to eat all the dots on the board before the monsters eat him?

Incomplete list of things the game needs:
- pacman is on a grid filled with dots
- pacman has a direction
- pacman moves on each tick
- user can rotate pacman
- pacman eats dots
- pacman wraps around
- pacman stops on wall
- pacman will not rotate into a wall
- game score (levels completed, number of dots eaten in this level)
- monsters...
- levels
- animate pacman eating (mouth opens and closes)
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Pacman looks continuous, however the game state changes in discrete steps. Creating a tick() method/function or somesuch, or passing a board to a function which returns a 'next state' board makes it easy to test the various conditions.

https://gist.github.com/dpolivaev JGiven build configuration files