- Place a ghost sprite
- Give them both a collisionbox2D
- Give it the name tag Ghost
- Change the player's script into this :

```csharp
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Pmovement : MonoBehaviour
{
public float PacmanSpeed;
public int movedir = 0;
public Sprite pacright, pacleft, pacup, pacdown;

private void OnCollisionEnter2D(Collision2D collision)
{
if (collision.gameObject.tag == "Ghost")
{
Destroy(this.gameObject);
}
}
public void MovingPlayer()
{
if(Input.GetKeyDown(KeyCode.LeftArrow))
{
movedir = 1;
this.GetComponent<SpriteRenderer>().sprite = pacleft;

}
if (Input.GetKeyDown(KeyCode.RightArrow))
{
this.GetComponent<SpriteRenderer>().sprite = pacright;
movedir = 2;

}
if (Input.GetKeyDown(KeyCode.DownArrow))
{
movedir = 3;
this.GetComponent<SpriteRenderer>().sprite = pacdown;
}
if (Input.GetKeyDown(KeyCode.UpArrow))
{
movedir = 4;
this.GetComponent<SpriteRenderer>().sprite = pacup;
}
}
```

```
void Update()
{
MovingPlayer();

if(movedir == 1)
{
transform.Translate(Vector2.left * PacmanSpeed * Time.deltaTime);

}
if (movedir == 2)
{
transform.Translate(Vector2.right * PacmanSpeed * Time.deltaTime);

}
if (movedir == 3)
{
transform.Translate(Vector2.down * PacmanSpeed * Time.deltaTime);

}
if (movedir == 4)
{
transform.Translate(Vector2.up * PacmanSpeed * Time.deltaTime);

}
}
}
```

When pacman hits the ghost it will be removed. In an actual game you can make it lose one life and teleport him back to his start position. For now we can't eat the ghosts. We will give the ghost a script so it is able to switch between a normal and a scared(Can be eten ghost)

- Create a new script and call it Ghosts
- Give it to the ghost
- It should look like this:

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

public class Ghosts : MonoBehaviour
{

public Sprite Original, Scared;
public int testghost = 0;

void Update()
{
if(testghost == 1)
{
this.GetComponent<SpriteRenderer>().sprite = Original;
}
if(testghost ==2)
{
this.GetComponent<SpriteRenderer>().sprite = Scared;
}
}
}
```

Now you can switch the ghost sprites by changing the int variable. However in the full game we will have 4 ghosts to controll so instead of getting to each ghost script we will create a game script that the ghosts will use.