1. Pacman wins the game when he eats all the pellets in the maze. To program the win, the game somehow has to keep track of if there are any pellets still in the game. To do this, we will begin by programming the Floor to detect how many pellets are left. Click on the Floor in your gallery and edit its behavior.

2. We will create a *Global Variable* to keep track of how many dots are still in the game. A Global Variable is a number that all agents can "see" and change if programmed to do so. In this step, we are programming each floor agent to check for a pellet above itself. If it detects a pellet, it will set the global variable to 1, indicating that there is at least one pellet left in the game.

   Create a **New Method** in your floor behavior called "check_dots". In this behavior, if the floor is below a pellet, it sets that Global Variable (called @dotsleft) to 1.
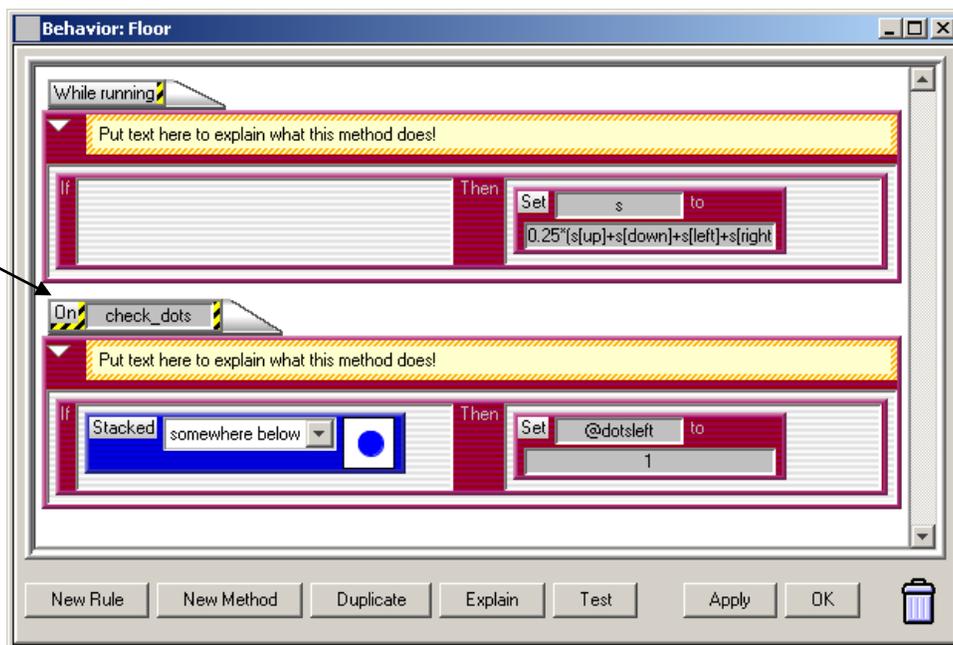
3. Now create a new agent called "Game_Master". This agent will be hidden under something else in your game, so don't bother editing its depiction.

   The purpose of this agent is to monitor if there are pellets (dots) left by checking the global variable you just created and triggering the "win". Once created, place this agent on your worksheet on top of a wall, then cover it with another wall.

4. In order to see if there are any pellets (dots) left, every fraction of a second the Game_Master will reset the global variable "@dotsleft" to 0, then ask the floor to check for pellets (check_dots). If there are pellets, remember, the floor sets "@dotsleft" to 1. The Game_Master will then make itself check the value of @dotsleft and trigger the win if the value is 0, meaning there are no more pellets in the game.