**Scope of Functionality and Instructions to Run: Assignment 1**

Team Pac-Men

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**Scope:**

In the executable version of our game for Iteration 1 the user can control a Pac-Man sprite around the game map. The character has direction based animations. Collision detection has not been implemented, so there are pill entities that Pac-Man cannot yet interact with.

**Instructions:**

Please use Java 11 or lower.

FROM EXECUTABLE:

1. Run the included jar file like normal. (double click, or in cmd “java -jar “/file/to/path”
2. Use the arrow keys, or WASD, to move the Pac-Man around the map.

FROM SOURCE:

1. Clone our repository, specifically at the Iteration 1 tag.
2. In IntelliJ, create a new project from existing sources and choose the “build.gradle” file in the source\_files directory.
3. Navigate to the gradle window in Intellij. Run the task at /desktop/Tasks/other/run
4. Use the arrow keys, or WASD, to move the Pac-Man around the map.