

Pacman.java User's Manual

Version 1.0 rev. 0

By: Dylan Ross, Zhangcheng Li, and Margot Rajkovic

Purpose

The purpose of this program is to be a Pac-Man arcade game. The player controls Pac-Man, who must eat all the dots inside the enclosed maze while avoiding four ghosts. Pac-Man starts the game with three lives and if he touches one of the ghosts he loses a life.

Pac-Man



Ghosts



Usage

When running the program, the application will open with a message saying “Press s to start.” therefore when the ‘s’ key is pressed the game will automatically start with ghosts appearing and Pac-Man needing to flee them.

The Player can use the arrow keys on their keyboard to move Pac-Man in the various directions.

A score counter in the bottom right corner will indicate how many points the player has accumulated. In the bottom left corner there is a display of how many lives Pac-Man still has. If the player is unable to eat all dots with the three lives they start out with, they lose the game.

Ghosts

There are 4 ghosts that chase the player: Blinky (red), Clyde (orange), Inky (blue), and Pinky (pink). Each of the ghosts will chase the player, but will do so in their own way. If the ghosts are able to catch up to the player, the player will lose one of their lives and the positions of the ghosts as well as the player will be reset.

Energizers

In addition to the normal dots, there are 4 larger dots called energizers. Upon eating one of these, the player will gain bonus points and the ghosts will temporarily become afraid, turning blue and running away from Pac-Man. During this state, if Pac-Man manages to catch up to one of the ghosts, he will eat it and remove it from the game until it can return to the middle of the map.