

Computer Graphics
Pacman 3D (NG – Next Generation)

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As soon as the game is ran it is started, the player (Pacman, the yellow) can move with the arrow keys (up, down, left, right) through the maze. He cannot walk through walls. He eats the small beans and as soon as they are finished, the player wins. Beware of the other computer player (Evil, the red), if he reaches Pacman, the game is over and the player loses. Pressing “q” will quit the game.

Known Problems:

1. Flickering: freeglut/xorg combination bug, we cannot do anything about this.