INTRODUCTION

This game is similar to real Pac-man which was first created by Namaco in Japan.

In this popular game, we have used "Flutter" and "C++" logic for providing it with new design features and a new Gaming environment, like generating Random Maze for players to increase the difficulty level of the player. Multiplayer features are also added in this so that more than one person can compete with each other.

Flutter also provides some very excellent design features which are not possible in some other tools like SDL/SDFL it makes the game more user-friendly (i.e. better GUI).

This game is for the age group 5+.

You are recommended to read this Game Manual so that you can get an idea about the game, its rules and the various screens present in the app.

Games Rule:

1. Pacman is on a mission to collect a maximum amount of gold coins.

2. Each player has to maximize their amount of gold coins collected in the game.

3. Pacman is allowed to move in four directions i.e left, right, up and down.

4. Ghosts are also constrained to move in four directions i.e. left, right, up and down.

5. Neither Pacman nor Ghosts can move through barriers i.e. they cannot occupy barrier space.

6. If Pacman collides with any ghosts, then it will die or survive depending on whether it is in "Normal State" or "Ultra-super State" respectively.

7. After collecting "Ultra_super gold", the survival of Pacman increases by one time i.e it will only die if it has collided 2 times with any ghosts successively.

8. When Pacman is in its "Ultra-super" state then after a collision with any ghost, Pacman state will drop down to Normal from "Ultra-super" state.

9. There are 2 types of gold coins in this game:

   Normal gold:- This is represented by yellow color.

   Ultra_super gold:- This is represented by red color and its size is bigger than "Normal" gold.

10. The game can be paused/stopped in between and it can continue in the same place where the player was paused/stopped his game.

11. After the end of the game, i.e.(when Pacman got collided with a ghost at "Normal State"), player name, Total score on that game and Total time taken to play that game will be displayed on Screen.

12. At the end of the game, when all players have played the game, The player with the maximum score will be declared as the winner.

Game Stages:

1. Upon opening the app, the following screen will be visible.

2. After tapping on "Pacman" a new screen "Set Difficulty" will be open for the Pacman game.
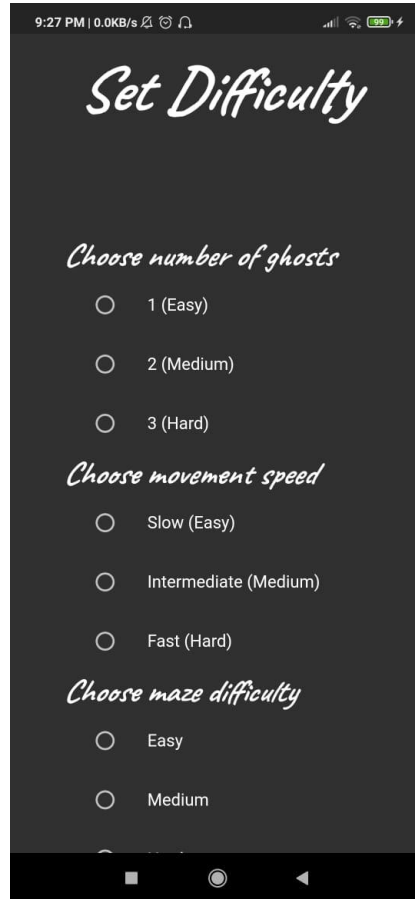
You can see various options are provided on the "Set Difficulty" window. They are as follows.

a) Choose the number of Ghosts to be present in the game .

i) **1(Easy)**: It will provide you with only one ghost in the game.

ii) **2(Medium):** It provides 2 ghosts in the game.

iii) **3(Hard)** : It provides 3 ghosts in the game.

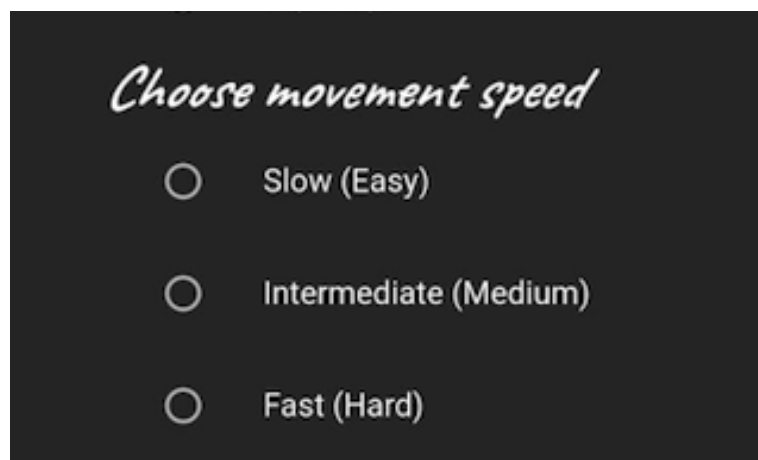Choose number of ghosts
- ○ 1 (Easy)
- ○ 2 (Medium)
- ○ 3 (Hard)
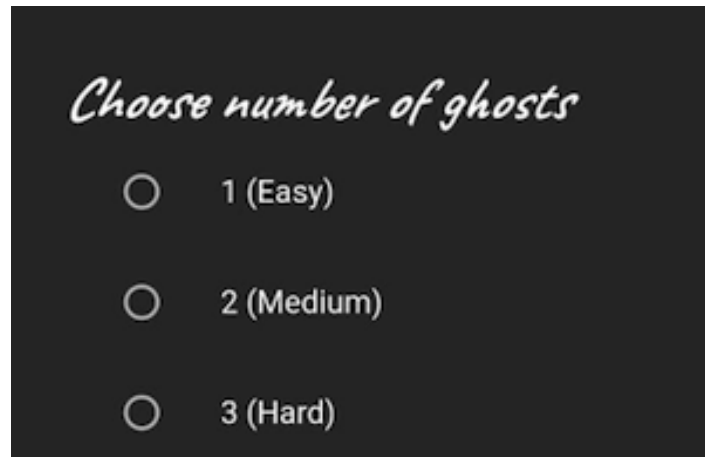
b) Choose movement speed: It provides you three speed options for the ghost.

i)**Slow(Easy):** Slow speed to the ghosts.

ii)**Intermediate(Medium):N**ormal speed to the ghosts.

iii) **Fast(Hard):** Fast speed of ghosts.

Choose movement speed
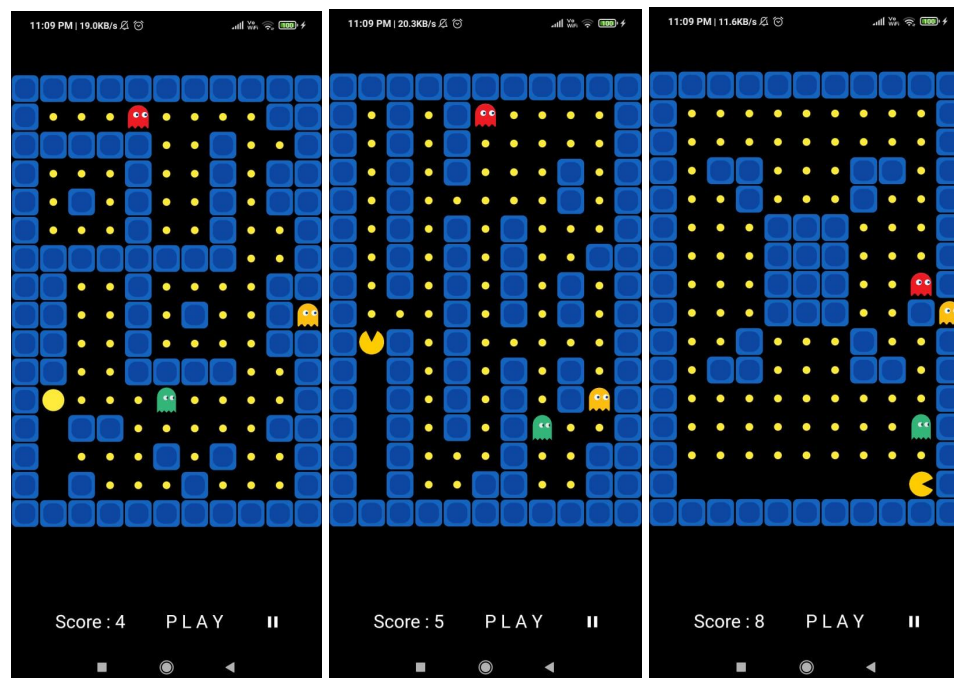- ○ Slow (Easy)
- ○ Intermediate (Medium)
- ○ Fast (Hard)

c) Choose Maze Difficulty: This provides different types of Maze.

i) **Easy:** Very simple with little or no traps.

ii) **Medium:** Moderate level involving some traps.

iii) **Hard:** It requires a very quick decision response as it has many traps.

Choose maze difficulty

○ Easy

○ Medium

○ Hard

Score : 4   P L A Y   ❚❚

Score : 5   P L A Y   ❚❚

Score : 8   P L A Y   ❚❚

d) Enter the number of players : Write number in this Text Box. Number corresponds

to the number of players who want to participate in this game.

Enter the number of
players

1
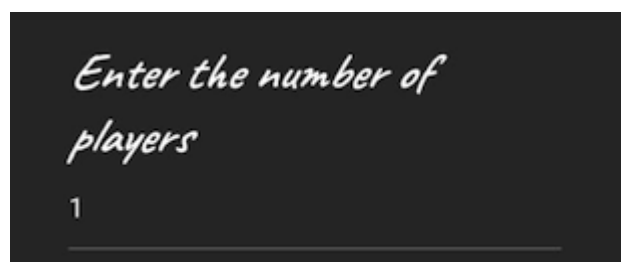
e) Submit : After selecting each option given above , tap on the Submit button to start the game.
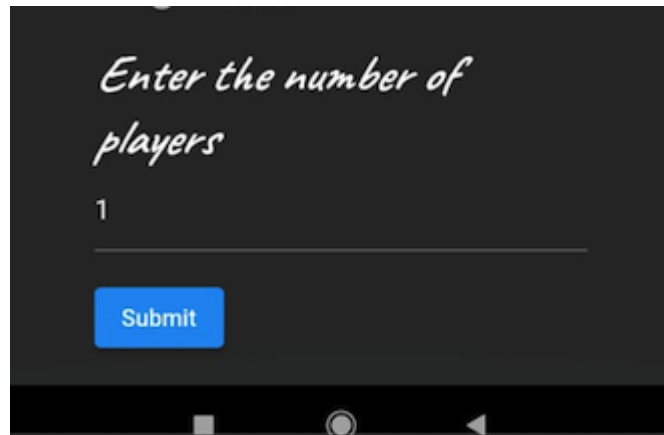
5) Game will be open after completing the 4 Steps mentioned above.

NOW ENJOY THE GAME!!!!

A word about the characters:

1. Pacman: The player represents pacman.

2. Blinky : The red ghost

3. Clyde: The yellow ghost.

4. Inky: The Green/Cyan ghost.