Team "Hydra"

GitHub link: [**https://github.com/GAlex7/PackMan-Hydra.git**](https://github.com/GAlex7/PackMan-Hydra.git)

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**Game description:**

Playing “Eat Sharp – E#” is easy to learn and hard to master. Simply score as many

points as you can eating the small dots all around the “castle” - 5 points per dot.

Big points come when you eat 1 of the 4 “#” symbols. Each of them worth 25

points. You can gather 1280 points for level one and 1320 for level two.

In order to go through each level faster and faster, you must form logical and

repeatable patterns. Once you memorize the patterns, you'll be able to relax and

play just like a pro. Certain situations can look like certain death. Be brave and run

full throttle around every single corner. To do this you must train yourself to have

the keyboard already going in the direction that you want to go, a split second

before the actual turn. Once you read this game explanation, take a few days to

practice up on your newly honed skills. Then challenge your friends to a game of

“E#”. You'll amaze them with your skill.