

---

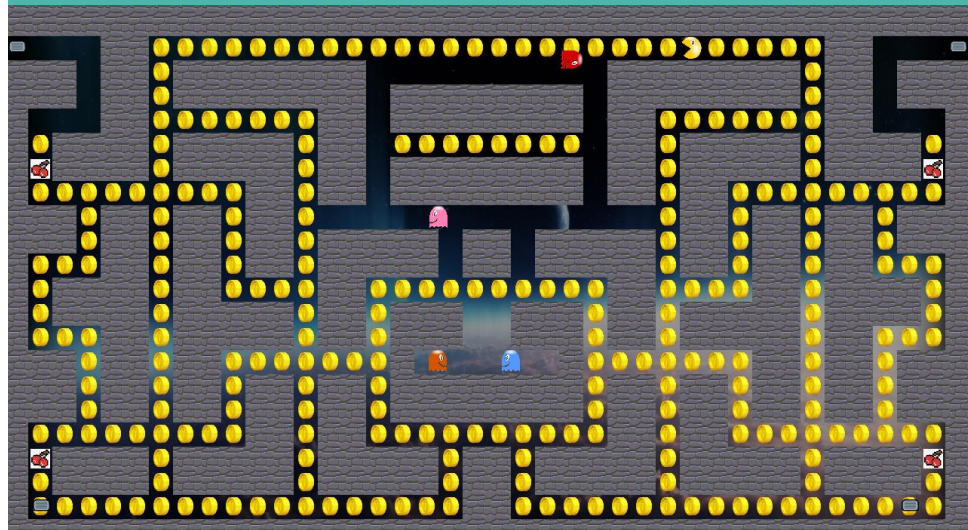
# PACMAN REINVENTED

— Harsh Agrawal | Pranjal Aggarwal —  
IIT DELHI

---

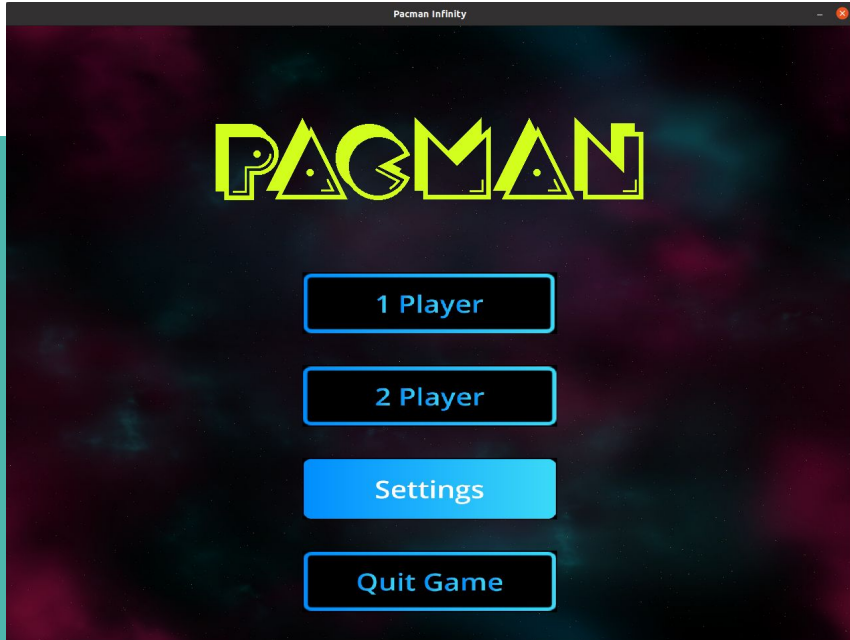
# Game Objective

The objective is to win, simple isn't it? A player wins by consuming all the coins in the game arena and an enemy wins by consuming the player before it can win.

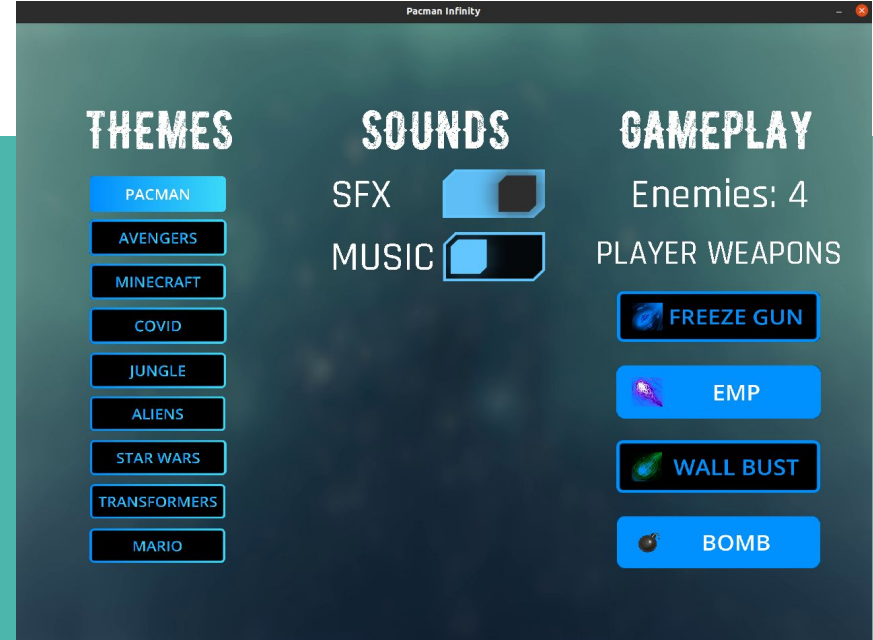


# Game Launch

Start screen. Select 1 player to play with AI controlled enemies, or select 2 player to play with a friend. Choose the settings button to launch the settings window.



The setting window allows easy customizability by changing the theme, toggling sound settings and setting the difficulty using the number of enemies



# Game Rules



The player has to collect all the coins in the game area without being killed by any enemy.

The player is offered with several collectibles during the gameplay to help it get ahead of its enemies. These collectibles are exclusive for the player as the enemies are outnumbered.

The second player controls the enemies and its objective is to prevent the player from collecting all the coins.

The enemy cannot use any collectibles and has to make efficient use of its siblings to neutralize the player.

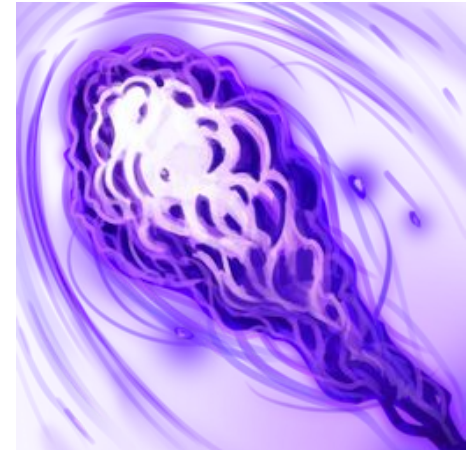
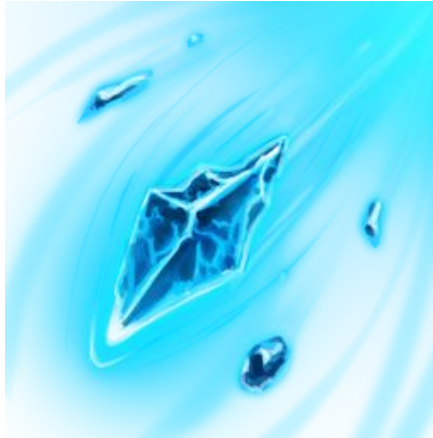
# Weapons

- Both player and enemies are equipped with a primary and a secondary weapon.
- The choice of the weapons can be changed from the settings menu.
- The weapons are displayed on the bottom bar along with the remaining ammo.
- Ammo is limited and is non-refillable. So use it **wisely!**



# Weapons: description

- **Freeze Gun** - Stops the victim from moving for a certain duration of time
- **EMP** - Slows down the victim for a certain duration of time.
- **Wall Buster** - Destroys the wall on impact.
- **Grenade** - If the victim is the enemy, it is respawned. If the player is the victim it's points are reduced massively



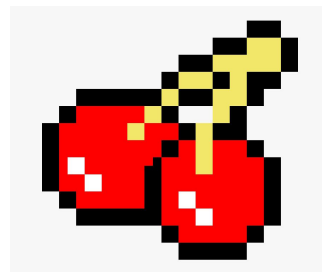
# Collectibles



---

## Coins & Diamonds

Coins are spread throughout the game area. Collecting them increases the score of player.



---

## Cherries

The traditional cherries but in various different looks! Weakens the enemies. The enemy can no longer kill the player but will get killed by the player.

# Potions



---

## Boost Potion

Speeds up the player by 2x for a certain duration of time. Allows the player to escape enemies quickly!



---

## Invisibility potion

Makes the player invisible to enemies and can kill the enemies when invisible.



# Vents

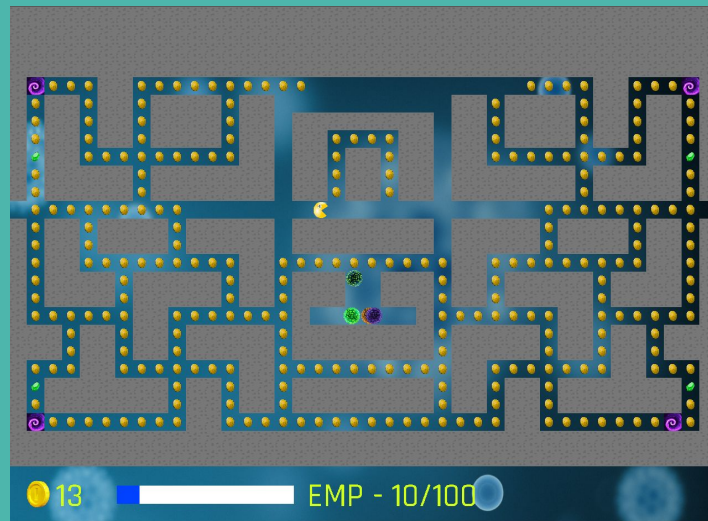
Well If among us has vents, then why not Pacman? Vents allow the player to quickly escape from one corner to the other. A vent is activated by pressing a key which teleports the player to another corner of the maze. However there is a cost to using the vent! It decreases the score of the player.



# Themes

With Over 9 Stunning Themes to Choose from, you will never get bored with Pacman Ever Again!!!

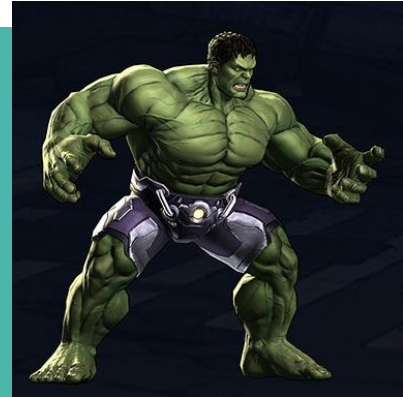
Want to Play as Optimus-Prime or Steve, or want to fight COVID virus? we got you all covered.



# Themes

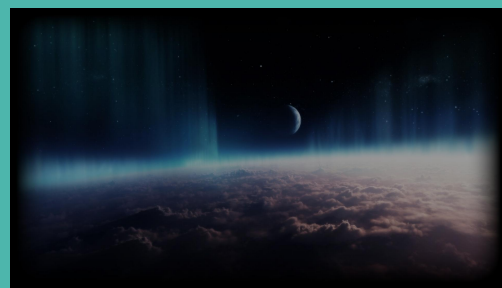
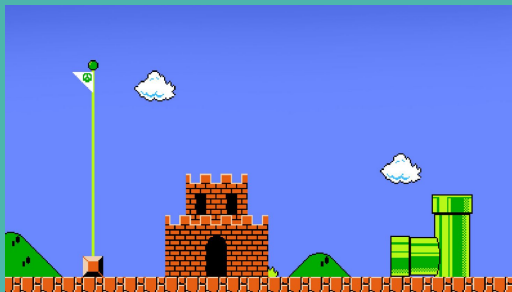
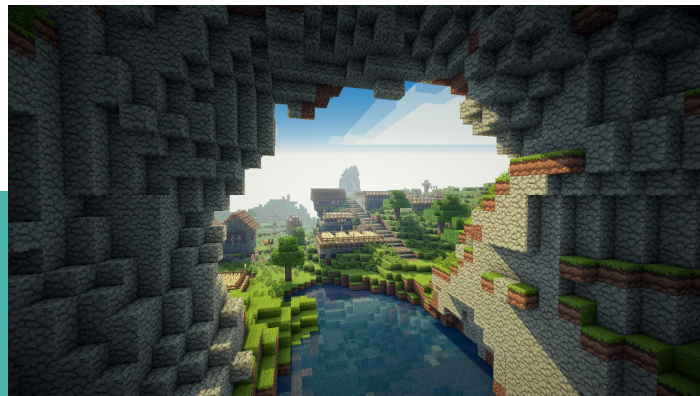
Play With Stunning Characters!!!!

Well there are only dozens of more :)



# Themes

After Hours of Googling, we present you with the best backgrounds you would ever want!!!





# Game Controls

1. **Move using arrow keys**
2. Press 'F' to fire and 'R' to reload.
3. Press 'V' to vent (for player only).
4. Press 'Tab' to switch between enemies (only for enemy)



# Game Sounds

1. The game is included with both SFX and music which can be enabled/disabled in the settings menu.
2. The SFX includes all sounds like collecting an item, shooting a bullet, etc.

---

# Game Animations



The game is loaded with amazing animations like the one of many shown above during a boost.

---

# Intelligent AI

Original Pacman Based AI

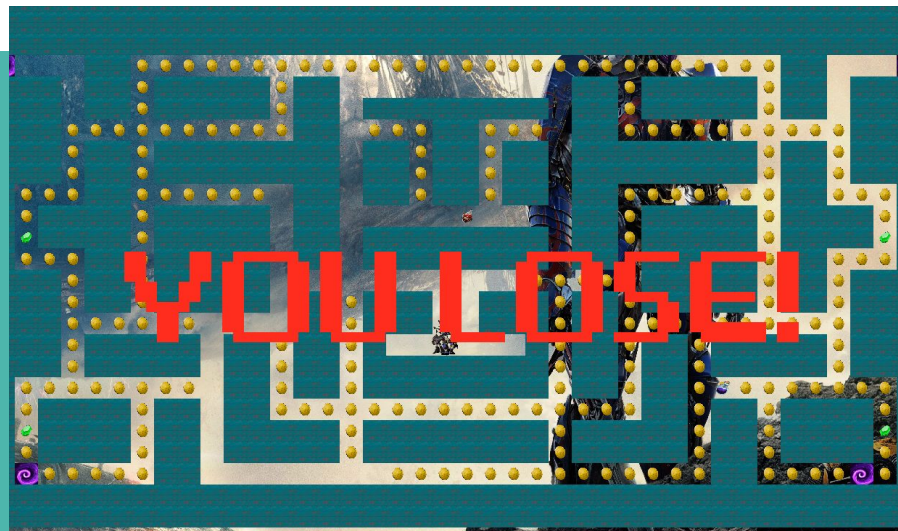
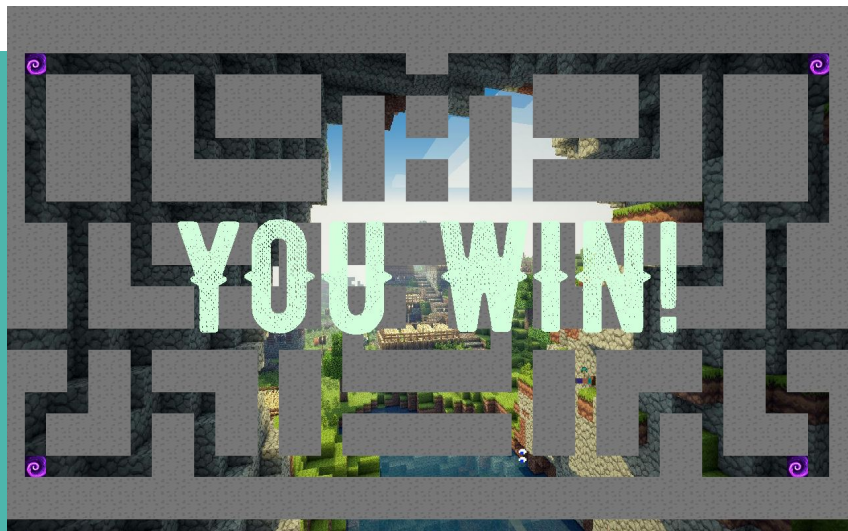
Did you know original Pacman had 255 levels!!! With Each Level, Difficulty kept Increasing, with last level being impossible to win. Well, we have used similar algorithms to control the enemies, so get ready to challenge your skills!!!

---



# Game Termination

The game terminates when either the player collects all the coins or the enemy kills the player. The end game is displayed to each player as shown below. The game then moves back to the main menu to let the players try once again and have another amazing experience.



# Thank You

We are actively developing this project on Github at the following link.

<https://github.com/Pranjal2041/COP290-Pacman>

We would be glad if you could try out the release and raise any issues to help in the development of the project.

:)

