

READ ME

- Project name : PAC MAN
- Description : It is a replica of Pac-Man, a maze arcade game developed and released by Namco in 1980 wherein the user controls PacMan, who must eat all the dots inside an enclosed maze while avoiding ghosts which randomly chase PacMan.
- Features:
 - Basic game AI is using which 50% of the time, the ghost follows pac man (user) according to the user input.
 - You can control PacMan using the 4 arrow keys (up, down, left, right)
 - While changing the direction, to make a smooth transition, press 2 direction keys together
 - Once the PacMan comes in contact with a ghost, the game finishes and you LOSE is displayed along with menu bar option.s
 - If you end up eating all the dots(apples) in the level, you WIN is displayed along with menu bar option.
- Visuals:
 - Maps : game maps are customly created using paint.net
 - PacMan and ghost sprites taken from GitHub repository
- System requirements:
 - Ecosystem : Eclipse IDE for JAVA development
 - Run as: JAVA application (Game)