Guide

1. About Game

This game is a copy of iconic Pac-Man. It was created by a student of Wrocław Univercity of Science and Technology for programming laboratories. The whole project is created solely for educational purposes.

Pac-Man is an action maze chase video game; the player controls the eponymous character through an enclosed maze. The objective of the game is to eat all of the dots placed in the maze while avoiding colored ghosts that pursue him. When Pac-Man eats all of the dots, the player advances to the next level. If Pac-Man makes contact with a ghost, he will lose a life; the game ends when all lives are lost.

Placed at the four corners of the maze are large flashing "energizers", or "power pellets". Eating these will cause the ghosts to turn blue with a dizzied expression. Pac-Man can eat blue ghosts for bonus points; when eaten, their make way back to the center box in the maze, where the ghosts "regenerate" and resume their normal activity. After a certain amount of time, blue-colored ghosts will flash white before turning back into their normal, lethal form.

2. What's diffrent?

In this version you can change size of map, number, speed, fear time of ghosts, and much more!