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Packman game:

Players:

M- (called player) represents the user. The player will move by giving direction in degrees to his movement.

B - represents an obstacle (black rectangle) that the player can not pass through.

P- Other packmans who eat fruit.

F- Fruits

G- ghosts who are chasing after our player (M). Unlike our player, ghosts can go through obstacles. If the ghosts reach our player, we will lose points and we will have 3 seconds to try to escape from the ghosts.

Raising points:

1.When our player (M) eats other Packmans (P). (One point)

2.When our player (M) eats fruits (F). (One point)

Reduction points:

1.When the player (M) is out of the field. (One point)

2.When the player (M) enters the obstacle (black rectangle). (One point)

3. When the ghosts reach our player (M). (20 points)

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the progress of the game:

Run one of the 9 files we received. Each file is a different scenario.

Games through the given server system.

The goal of our player is to eat all the fruits and by the way eat the rest of the Packmans.

At the same time our player must escape from the ghosts to avoid losing points.

We compare the results of our game in the information collection system which contains the results of the games of all the players who play it.