Omer Niv: 315964734 Omer Tagger: 207904616

<u>Pacman game – Read me</u>

<u>URL</u>

https://web-development-environments-2021.github.io/Assignment2 207904616 315964734/

GitHub Repository

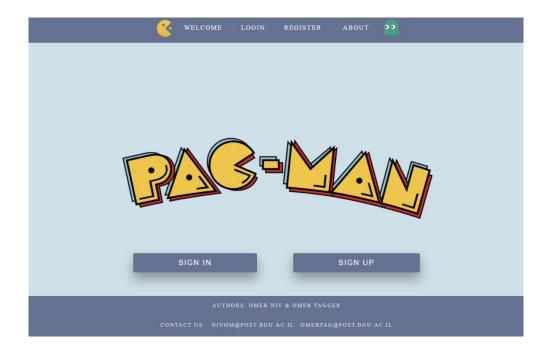
https://github.com/Web-Development-Environments-2021/Assignment2 207904616 315964734

Functionality Added:

- Eating a **clock** will give the user 5 extra seconds.
- Eating a **heart** will give the user one more life.
- The clocks will **appear more frequently** when the user has little time left (as function of time).
- The hearts will appear more frequently when the user has less lives left (as function of lives).
- As the time goes, when the user has less time, the pacman changes his color from yellow to orange and then red before the time is up.
- The ghosts can eat the clocks and hearts and by that they can prevent pacman from eating them.
- We added **sound functionalities** for eating food, clocks, hearts and cherry. Also winning or losing the game will give the user special sound.
- At the settings page, the user can **set the speed of the game** (speed of the pacman and the ghosts as one).
- Pressing the pacman logo in the menu will show welcome page.
- Pressing the ghost logo in the menu will show to the user the about modal.
- After Log in, "Log in" and "Register" buttons disappears and "Log Out" and "Settings" appears. The user can also logout and login as he wishes.
- The user can **pause** the game and continue when he will decide to.
- The balls' colors can be changed dynamically during game time.

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Screenshots







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