

Pacman game – Read me

URL

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.

Screenshots



