



PACMAN

Multiplayer



Description

*The popular maze action game **pacman** extended to a multiplayer version with added twists.*

Player 1 controls pac-man while player 2 controls ghosts. Pac-man's objective is to eat the dots present in an enclosed maze while avoiding the ghosts. There are four ghosts present in the game named Blinky (red), Pinky (pink), Inky (cyan), and Clyde (orange), all four of them are controlled by player 2. Ghosts try to kill the pacman before it achieves its target score.



How to win?

Pacman is blessed with 3 lives. It loses one life each time it comes in contact with a ghost. But gets revived (regenerated at its initial position) again as long as it has non-zero lives available. Once it runs out of lives, player 1 loses and player 2 wins. So yes, ghosts need to kill pacman four times to get rid of it.

There are 8 energizers placed at random locations in the maze, which when eaten by pacman lead to an intermission phase. They look like dots, but are bigger.



How to win?

Pacman needs to achieve a certain score before running out of lives to win the game. Eating a dot adds one point to the score, energizer adds two points. Eating a ghost during intermission phase adds FIVE points to the score. The target score is unknown to both players 1 and 2. So well, each dot is important to pacman, player 1 never knows at what point they might win the game. And yes, pacman need not eat all the dots to win.

*(Hint: Target score is **definitely** less than the total number of dots in the maze :p)*



Controls

Player 1: Pacman can be controlled using the keys W, A, S and D on keyboard.

W: pacman moves upwards

A: pacman moves leftwards

S: pacman moves downwards

D: pacman moves rightwards

Pacman moves only in one direction at a time, so pressing multiple keys won't help :)



Controls

Player 2: Only one ghost can be controlled/moved around at a time. The player can decide what ghost to control at any point of time. Ghosts can be switched using keys 1, 2, 3, 4. Pressing 1 gives the player the control of Red ghost. 2 corresponds to pink, 3 to cyan and 4 to orange. Once in control, the ghost can be moved around using arrow keys up, down, right, left. In a similar fashion to the case of pacman, up makes the ghost move upwards, down moves it downwards, left leftwards and right rightwards.

While player controls one ghost, all the other ghosts remain static i.e. do not move.



Intermission

Game enters an intermission phase after pacman eats an energizer (or triggerer, one might say). And it lasts for 15 seconds. This is the golden time for pacman as during this phase the ghosts turn blue and put on a dizzied expression. Pacman can eat these blue ghosts to get bonus points. And has no threat to its life as long as all ghosts are blue. Even when in blue form, player 2 can control these ghosts to save them from being eaten.

Once eaten, the ghost is respawned at a random location in the maze and that's when it gets back to its senses and turns back to its normal lethal self. It is now all set to go after pac-man's life.

Intermission

Here's a look at the game screen during intermission phase.

Blue ghosts :)





Intermission

Eleven seconds into intermission phase, and ghosts start to wake up and realize they are meant to kill, not get killed. But this does take them another four seconds. During this time, the ghosts flash white which is a cue for the players to prepare for the end of intermission, and there we have our happy :) player 2 and sad :(player 1 xD. Pacman can ofcourse eat these flickering ghosts. After these 4 seconds, the ghosts turn back to their normal, cute but deadly form.

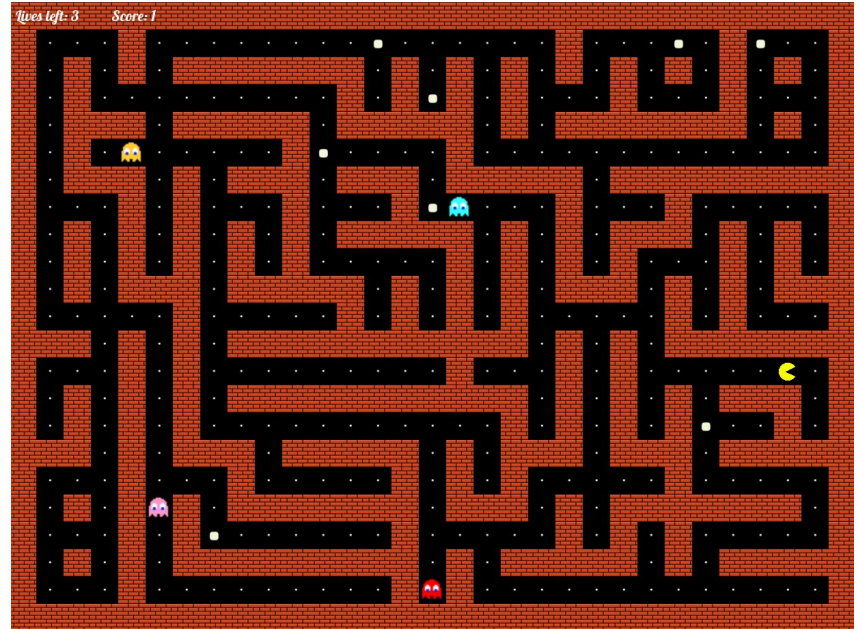
Intermission

A look at those flickering white ghosts.



Display

The game screen displays a maze made up of brick walls, along with pacman, ghosts and collectibles. Top left corner of screen shows the number of lives left with pacman and the score at which it stands. Image on the right shows the start screen of game.





Features

The game comes with a lot of cool features. It performs randomized maze generation to make sure the players don't get bored playing on the same map again and again.

Pacman and ghosts are animated, one gets to see different animations depending upon actions eg. chomping, moving, death, etc. These are all aided with sound effects (precisely, the classic pacman sound effects :)).

Game Over

Gameover screen appears once the game ends. In the background it contains the empty maze, and it displays the result of game i.e. the winner.

