

Pacmen game

url : <https://sise-web-development-environments.github.io/assignment2-dana-yarin/>

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In order to play you first need to register.

Afterwards you can log in with your user name and password.

Game Instructions :

- Your goal is to eat as many candies as possible so that your score increases.
- If you have gained more than 100 points you have won.
- If the monsters eat you 5 time you lose.
- You have 5 strikes throughout the game. If one of the monsters eat you , your score is down in 10 points. In addition to each monster type there is a different score download as listed below in bonus part.
- You can buy extra time if you eat the watch.
- You can earn 50 extra points if you eat the cherry.

Game functionality :

- SetUserSettings – set first settings for each label
- initClok- set first attributes of clock
- resetPacman- restart the pacman in new random position after collision
- playAudio-start the music
- stopAudio-stop the music
- checkCollision- check if the pacmen collide with any monster
- collision – in case of collision download score and life
- downScoreByDiffrentMonster -download different score according to the monster
- moveMonster – move the monsters according of 2 functions:
randomMoveMonster and cleverMoveMonster
- restMonster – in case of collision rest the monsters positions.
- setChery – set first attributes of the chery
- cheryCollision – in case the pacman collide with the chery, raising score +50

- moveChery – move the chery according to the randomMoveChery function
- drawMonsters, drawChery, drawGameOver – drawing functions

Bonus part:

- The player can buy extra time if he eat the watch.
- For each clash with the monster there is a different score download:
 - Res monster – 20 points
 - Pink monster -15 points
 - Blue monster – 10 points
 - Orange monster – 5 points