

Assignment2

Created By:

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URL to the game:

<https://sise-web-development-environments.github.io/assignment2-dor-marina/>

Functionalities:

- A timer that appears every 5 sec. If the pacman eats it, the player will gain extra 10 sec.
- 4 pills that give pacman the power to move faster for the next 5 seconds.

Game Instructions:

- In the welcome screen you have 2 options:
 1. Login - click it if you already Signed up for the game.
 2. Sign Up - click it if you are a new user - fill your info and than go back to the welcome screen to login.
- After you login correctly, you will see the properties of the game:
 1. you can choose your properties
 2. you can click "random" and the game will fill properties for you\n
 3. NOTICE: After you chose the properties, you can't change them in the middle of the game!
- Game rulls:
 1. If a ghost gets you - you loose a life
 2. If you loose all 5 lifes - you loose the game
 3. If the time you chose passed and you got less then 100 points - you will get a proper message.\n
 4. If the time you chose passed and you got more than 99 points - you win the game!!!
 5. You can always restart the game using restart button, or click properties in the toolbar.