Created by:

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Assignment2



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Link To the Game

For playing the game, Click the link below

Start The Game

you can also try the link:

https://sise-web-development-environments.github.io/assignment2-yuval_gal/

Game Instructions

Sign Up

In order to play the game, you **must** SignUp using the Signup page and form.

You can also use the default user,

Username: p

Password: p

Login

After you signed up you can now login through the Login Page.

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Settings

There are a few Settings for the game that are customisable by the user:

Those are *default* values.

1. Key Up: ArrowUp

2. Key Down: ArrowDown

3. Key Left: ArrowLeft

4. Key Right: ArrowRight

5. Number of eatable balls: 506. Max Time (in seconds): 60

7. Number of Ghosts: 4

8. Color for the small balls: *blue*9. Color for the medium balls: *red*10. Color for the high balls: *black*

also you can choose to randomize these parameters, the keys will not be randomized.

Once you pressed Let's Start the Game! you will not be able to change those settings,

if you wish to change them again, logout from the game and relogin

Gameplay

While playing the game, you use the Keys defined above in the Settings.

There are 3 ways to finish the game:

- The game will end if the time is up.
- ❖ The game will end if you are getting hit by the ghosts more then 5 times.
- ❖ The game will end if you get approx ~500 points.

In the game there is another character besides the pacman and the ghosts,

this is dave, if you eat dave you will earn 50 points.

The functionality we added to the game:

- 1. There is a clock floating in a random place in the game, eating it will increase the `Max Time` by 10 seconds.
- 2. There are 3 pills floating at random place in the board, eating a pill will increase the remaining Lives by 1.