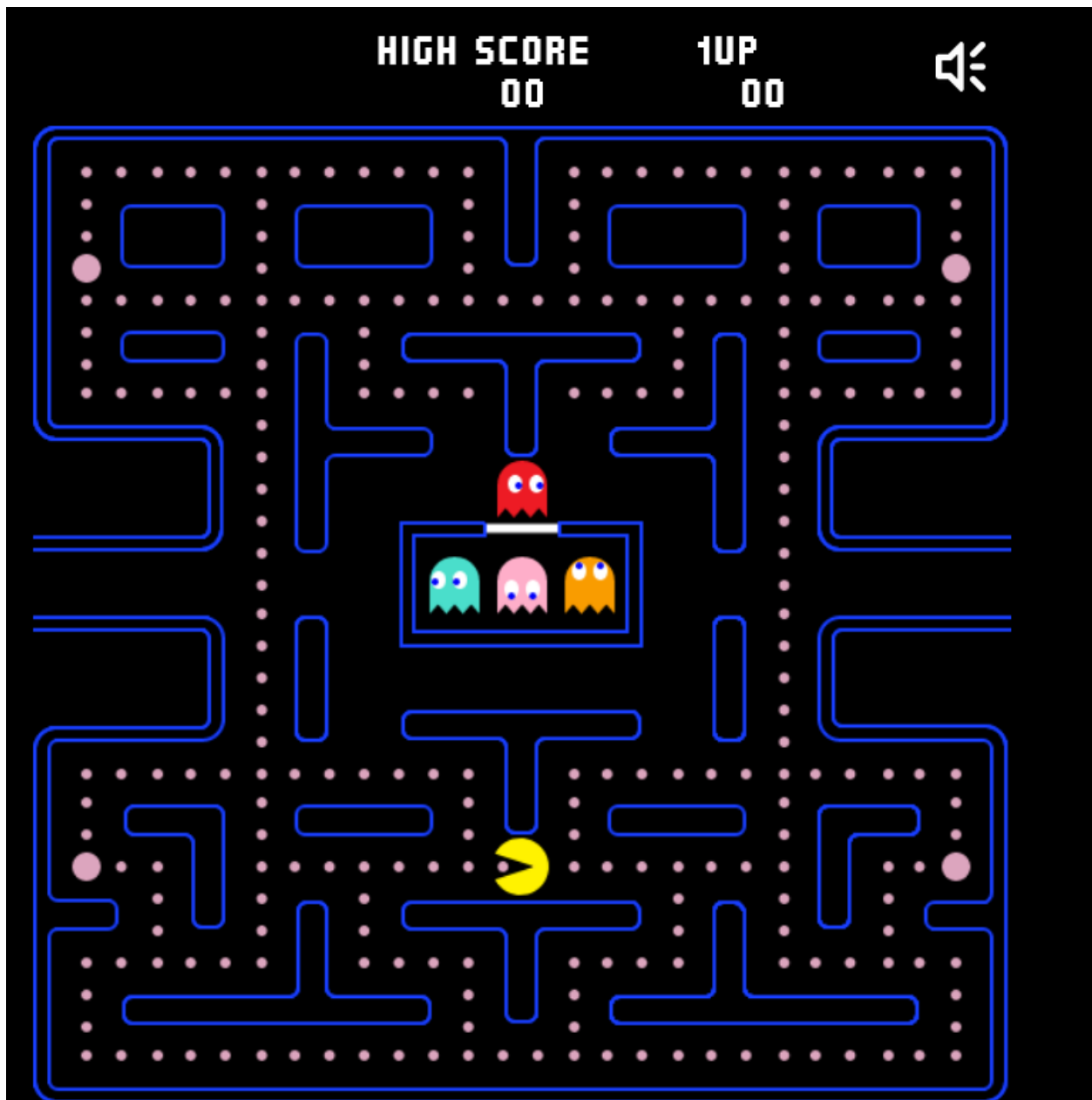# Term Assignment (Pacman Game)

Marks: 30, Bonus: 15

In this assignment, you have to implement famous Pacman game using iGraphics library in C programming language. If you have not played the game ever! Try it. (https://www.webretrogames.com/pacman-html5.php).

Game overview: The objective of the game is to eat all of the dots placed in the maze while avoiding four colored ghosts — Blinky (red), Pinky (pink), Inky (cyan), and Clyde (orange) — that pursue him. For base task, consider all ghosts are equal and they become faster over the time.

When all of the dots are eaten, the player wins in our case. If Pac-Man makes contact with a ghost, he will lose a life; the game ends when all lives (three) are lost. The goal is to win the game in the minimum time. You will see your time, points and existing life while playing.

Basic requirements:

- Implement the base game functionality (18)
- There will be a menu page to start/resume/see high score/exit functionality. Back and forth between different pages. (2)
- When the game ends (player either wins/loses), there will be a prompt to save his name. You can see the top-10 high scores from menu. (2)
- Player can pause the game/exit any time. (2)
- Player can reload the game from the last time that he did not finish. (6)

Bonus: There will be 15 bonus marks. You should explore the game more to implement these functionalities. Some sample ideas are given.

- Unique characteristics of the ghosts. Blinky (red) can exhaust fire with some intervals, Pinky (pink), directly chase towards your position, Inky (cyan) try to position itself in front of Pac-Man, usually by cornering him, Clyde (orange) can replicate itself for a brief amount of time.
- There might be some perks along the maze that can give you unique ability, such as being invisible for a brief moments, pause all the ghosts, granting increased speed, etc.
- Add a help menu to demonstrate functionality
- Use music, different sound effect in the game.
- You will move to a new level if you win the game (Only do this if you get enough time and implement all base functionalities successfully)