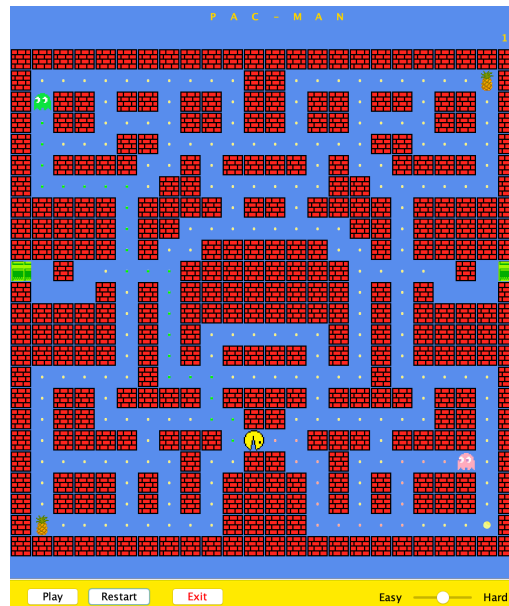
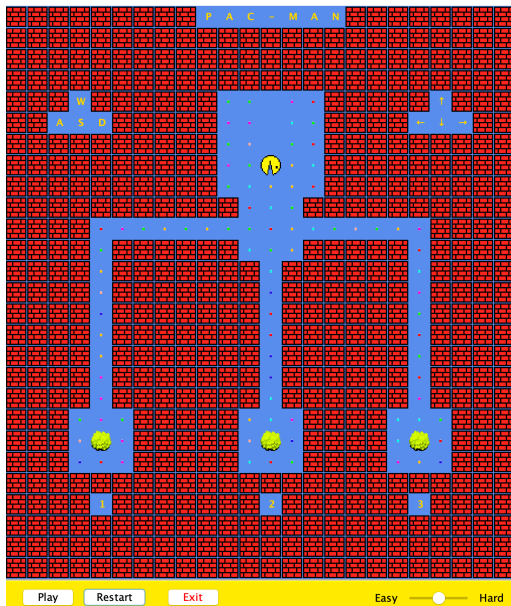


Pacman User Manual

Game Overview

Pacman is a simple to learn but hard to master game, which consists of a yellow character (called Pacman) who is moving around in a grid consisting of ghosts (that are chasing and trying to eat Pacman), walls (that create a maze for Pacman and his pursuers), and pellets that increase the players score (once eaten by Pacman). The player controls the direction in which Pacman moves, and tries to avoid colliding with Ghosts while collecting Pellets, increasing his or her score. The game ends when Pacman is eaten or when the player surpasses a given score, after which he can go to the next level (or keep playing the current or previous levels) through an easy to navigate menu.



Starting the Game

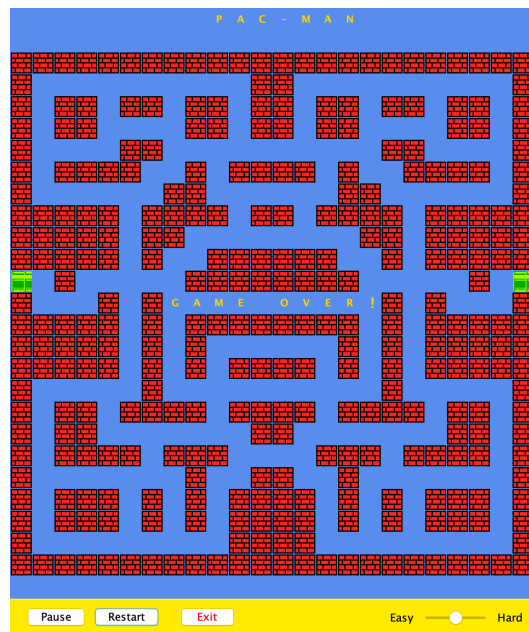
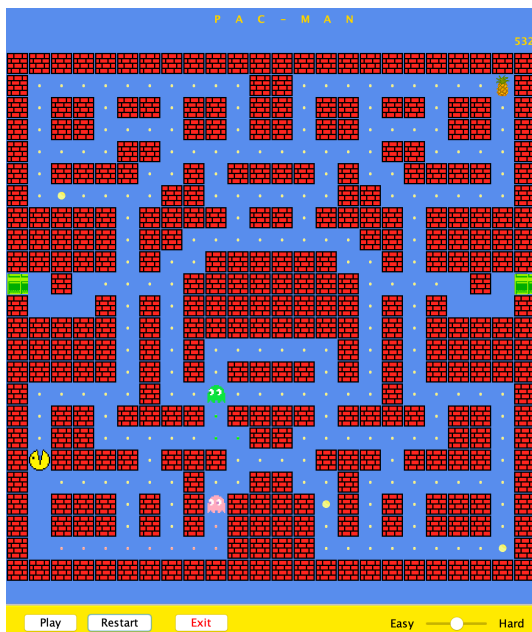
After launching the game, the player has to select the level for Pacman. The player has to control Pacman to eat one of the bushes, each bush representing one level and different ghosts, with some being smarter than others. After Pacman eats a bush, the Pacman will instantly 'spawn' in the level selected by the player.

Playing the Game

While playing Pacman, the player controls Pacman using either the arrow keys on his or her keyboard, or the “w” (for up) “a” (for left) “s” (for down) and “d” (for right). There are three buttons and a slider at the bottom of the screen, labeled either pause or play, exit, and restart. The slider can be adjusted from easy to hard, with hard being faster gameplay and easy playing the game in slower frames. (If the slider is all the way to the right, the game will be over in a split second).

On the left and the right sides of the map, there is a ‘safe zone’ with a pipe that Pacman can use to go through to the other side of the map quickly. The ghosts cannot chase Pacman when he is in the ‘safe zone’, and they stop moving until he comes out of the safe zone.

Pacman eats pellets that increase the player's score by 1, and pellets respawn at regular intervals so the maze is never ‘empty’. There are special pellets in the form of pineapples that are worth 500 points, in addition to power pellets (that aren't worth points, and look like oversized pellets). Once Pacman eats these, the ghosts will flash purple and blue and become idle, but you will not be able to eat Ghosts.



What Next?

The game keeps going until either the player is eaten by a ghost or reaches a score of 5000. Once the player has finished his or her game (win or loss), the result will be shown on the screen and the player can either quit the game or click the restart button, which will take the player back to the level select screen.

We plan on implementing other maps and add pacman lives. We also plan on adding more fruit to the game as this is healthy.

User Manual

- 1) Prepare a user manual. The manual should describe the features of the game/application and instruct the user how to play/use it. The user manual must be less than two pages. So, you must be thorough, but concise.

Your teacher will evaluate your user manual using the following criteria.

	A (On track for bonus)	B (Cost of living raise)	C (Keep job; no raise)	D (In danger of getting fired)
Completeness (75%)	Effort is evident. The user manual gives a thorough and accurate description for the user to play/use the application, but is concise enough to fit in the required space.	User manual is generally complete with only a few details missing. User could run the application with minimal confusion.	User manual is so detailed that the user's cereal will get soggy. Or, enough details are missing that user may not use the application at all.	Lack of effort is evident through omissions or brief responses.
Professional Delivery (25%)	Format looks professional with no spelling, grammar or punctuation errors.	Format looks professional with only minor spelling, grammar or punctuation errors.	Format or spelling, grammar and punctuation errors detract from the text.	Errors make it hard to interpret.

Enrichment:

- Add some of the program graphics to your manual.
- Create a features list for the next release.