

User manual for Pacman

Presentation and demo on this application:

<https://rpi.box.com/s/bk0rrs8et0awzyu28ctl5a0id02y49qj>

* You need a RPI account to access this file

Link to the slides:

https://docs.google.com/presentation/d/1dXrN0HiivjyLQ1hUmsMRNbD_YmQtytal0KTLO_oo3FM/edit?usp=sharing

(Note there are some tiny differences, updates and optimizations between the demo and the final release)

1. Start interface

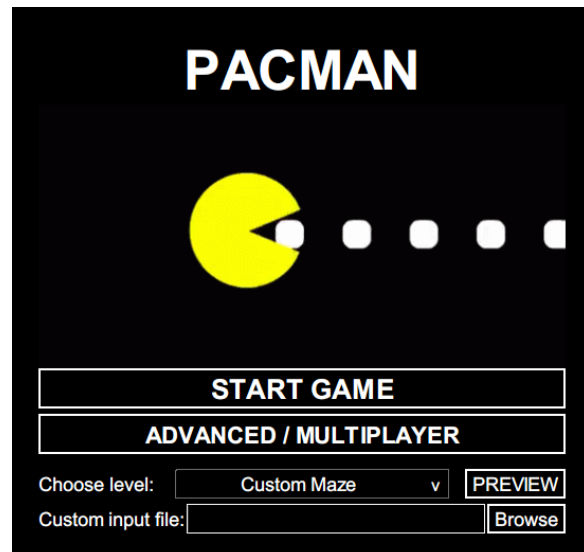
The application starts with the start interface, which contains two buttons.

“START GAME” will quickly starts the game with the selected maze at the bottom combo box.

“ADVANCED / MULTIPLAYER” will show a configuration panel to customize the game.

The combo box allows the selection of different maze. The text field for input files will not be shown unless “Custom maze” is chosen.

“PREVIEW” allows the user to take a look at the maze (including custom input file), by clicking it, the maze will be shown but none of the players in the maze is moveable. Click “Back” to go back to main menu.



2. Advanced Start Configuration

The configuration panel allows for setting up a server, join other servers, load a map, and choose the player the user want to control, as well as the AI controlling the character if no one is controlling the character/connection lost/user choose to let AI take over.

If no connection established in this panel, the user can still start the game in single player mode.

Note that only the server side (host of the game) can change the settings of map and AI.

It is recommended to give a try on A* search algorithm, as it is more powerful and effective.

Network settings:
Server is closed. ?
Address: 192.168.1.105 Port: 0
Or you can connect to others:
Address: 192.168.1.105 Port:
List of connected clients:
No connected client

Choose level: Classic Small Size

Select player for "Classic Small Size":

Select icon	Select what algorithm will this player use if AI takes over	Will you control this player?
Pacman	A* search algorithm v	<input type="radio"/>
Pink ghost	A* search algorithm v	<input checked="" type="radio"/>
Red ghost	A* search algorithm v	<input checked="" type="radio"/>

3. Game

When the game starts, use the arrow key (up, down, left, right) to control the player. Click “Music” to turn on/off the background music. Click “Start/stop AI takeover” to let AI controls your player. Click “Back to main menu” to go back to main menu (and disconnect from the game if you’re in multiplayer mode)

