# PAC-MAN..

The player controls Pac-Man through a  maze , eating pac-dots (also called pellets).However a monster always keeps following him wherever it goes. When all pac-dots are eaten, Pac-Man is taken to the next stage. Enemy roams around the maze, trying to catch Pac-Man. If an enemy touches Pac-Man, a life is lost and the Pac-Man itself withers and dies.

The game ends when Pac-man collects all the dots without being eaten by the monster!!

**ALGORITHM USED..**

**The basic target is to find the shortest path to our target (Pac-man). In our project we use Dijkstra’s algorithm and backtracking (Greedy )to find shortest path .Originally the game uses A\* algorithm , however both algorithms serve our purpose.**