

Web Development Project 2 - Assignment 2 - PacMan

Web Link:

https://web-development-environments-2021.github.io/assignment2_206197113_205417637/

Submitters:

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Functionality:

- We built the ghosts and the special candy players using BFS algorithm in order to best find the path they should go.
- On Part 2 of the assignment we had to pick out of a list, 2 functionalities that we added:
 - i. We added a unique candy that pops randomly on the screen, on random spots and disappears after a certain time, the candy keeps doing it while the game is running. the candy gives the player more points than the normal candies. (50 points)
 - ii. We added special pills, that gives the player more lives in the game.