

README

Just like any other Zelda styled Pac-Man game; you get to play as Pac-Man dressed up as Bunny Link. Due to the required specification that Pac-Man must wander the maze looking for food, in this version Bunny Link Pac-Man eats all the Rupees that he finds. Despite the looks of the game, it plays in the same way as standard Pac-Man. You must collect/eat all of the rupees on the screen without getting caught by the Stalfos (Skeleton ghosts). You get points for surviving and for collecting the rupees. Use the arrow keys to control the Bunny Link Pac-Man.

Building and Running:

To build the Pac-Man game, just follow these steps:

- Open **Terminal**.
- Navigate to the directory containing the **build.xml** file.
- Type **ant** to build the Pac-Man game. (Typing **ant all** will build, generate the JavaDocs and run the Pac-Man game all in one step)
- Type **java -jar CIS3760_PacMan.jar** to start the game.

Game Functionality:

Upon starting the game, a splash screen will show preventing the game from starting. You may press **any key** when shown the splash screen to begin the game. Once the game has started you will begin in the Top-Left corner of the screen. Use the **Arrow Keys** to move Bunny Link Pac-Man around the level and collect rupees. Bunny Link Pac-Man will bounce off of walls if he runs into one so make sure to specify the direction you want to go before it's too late. During the game you can see your score on the title bar of the window. Running into a Stalfos will cause the game to end and you will be shown your final score. You can win by collecting all the rupees on the screen without running into a Stalfos, which will also allow you to see your final score.

Notable Features:

The Stalfos have been given the intelligence to actually chase Bunny Link Pac-Man if they see him down a hallway. When coming to a fork in their path, they will scan the hallway for the Bunny Link Pac-Man and if they see him, they will begin chasing him down that hallway.

All images used in the game are either sprites loaded from files, or in the case of Link and the Stalfos, they are spritesheets that are parsed at runtime.

The sound effects and background music in the game are also loaded from files when the game is initially loaded.

NOTE: All images and sounds are courtesy of Nintendo, I have not made any of the graphics or sound effects in this game.