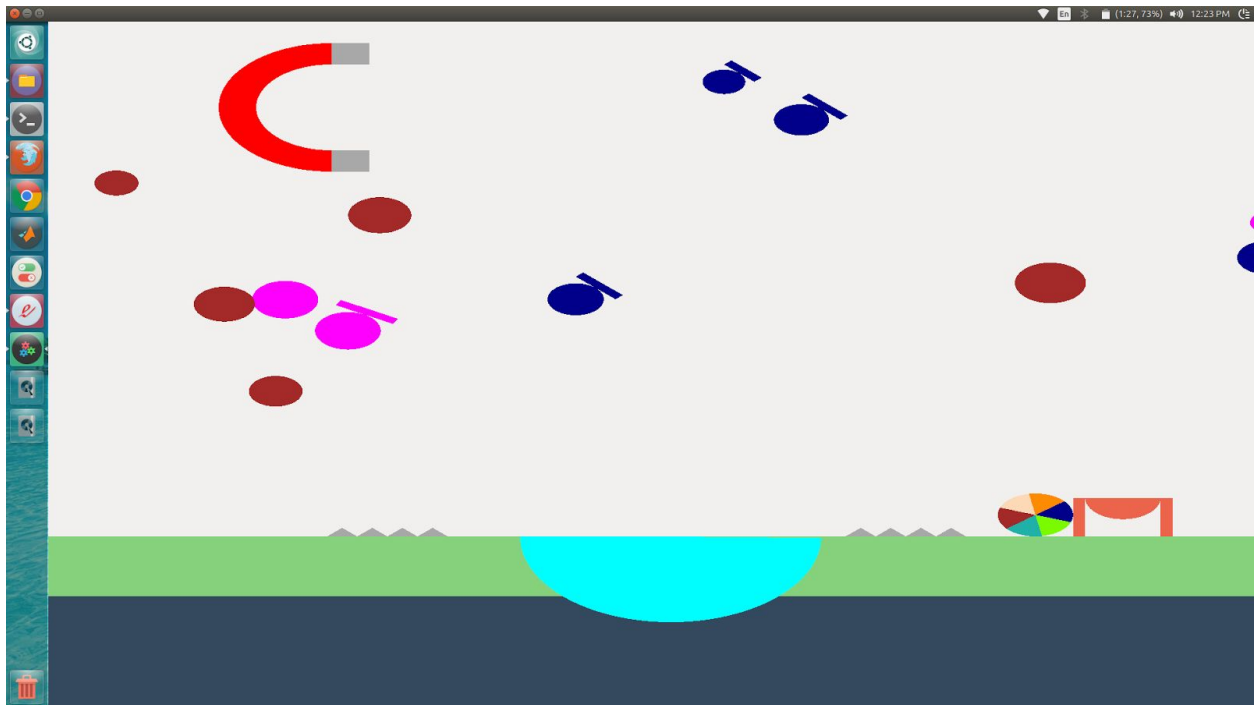


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# Pacman

Graphics Assignment 1



## Installation

Run the following command to ensure that the required packages are installed.

```
sudo apt install libglew-dev libglfw3-dev libglm-dev cmake pkg-config  
libsdl-mixer1.2-dev libsdl1.2-dev
```

## How to run

1. Make sure you are in the directory `Pacman`

2. Run the command `mkdir build`
3. Run the command `cd build`
4. Run the command `cmake ..`
5. Run the command `make`
6. Run the command `./graphics_asgn1`

## Controls

- The player's ball is metallic and is multi colour and can be attracted by a magnet.
- To move left use key `a` and to move right press `d`.
- To jump use the `spacebar`.
- To move the camera left, right, up or down use the `arrow keys`.
- Use the scroll wheel or + and - to zoom in or out
- Score and Level is displayed in the window title bar.
- The game starts with the level 1 and score = 0.
- In the game after that if the score again gets 0 at any point in time, game gets over.
- As the level increases, the score decrement on touching porcupine increases and the number of balls also gets reduced. So it is difficult for you to increase your score.
- If you cross level 15, You Win!!!!.