PacKing – The PacMan King
3260 Assignment #2
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To Run PacKing navigate to the root folder and type:
  "ant init compile jar run"

        This version of PacMan has a slight twist. The ghosts move more slowly than usual, but you also leave a trail of solid walls that decay randomly over time. This means that you must be deliberate in your movements in order to avoid getting frozen or trapped while the ghosts are on your tail.

        You accumulate points as you collect coins/food. Once you have collected all the coins you win the game. My best time so far is 3 minutes.

        The level is made from a class called "levelOne" and the editor makes it easy to change the level or add new ones. The game can support up to 10 ghosts in a level but not more. The OO design of the game makes it easy to build on and add new features, soon a golden snitch will be added appearing and disappearing randomly upon touching it you will instantly beat the level.

        The background song was composed by a friend (thanks to Max Helfer), the sound FX have been clipped from various youtube videos.

        "Ding.wav" – from the quenching of a nickel ball
        http://www.youtube.com/watch?v=9qSEfcIfYbw

        "Win.wav" – from the movie Aliens (viewer discretion is advised)
        http://www.youtube.com/watch?v=dsx2vdn7gpY

        "Lose.wav" – from the price is right
        http://www.youtube.com/watch?v=C8XCJlMlxVE