**Read Me**

Pac-Man, a single-player arcade desktop game where a yellow, circular character navigates a maze, eating fruits, avoiding ghosts and occasionally eating them.

In order to run the program, you can either open the project in NetBeans and run it as a java application or you can click and run the Pacman.jar located in the main project folder.

At the start of the game, users are allowed to choose one size of board among the small, medium, large ones by pressing ‘s’, ‘m’ or ‘l’.

Once the board is chosen, user starts from level 1 which is increasing depending on the score collected by eating the dots or some fruits. In order to change level, user should reach a certain point according to the size of the board. As the level changes, the difficulty of getting more scores increases proportionally by changing the movement of ghosts.

If the Pac-Man is eaten by a ghost, it loses a life and goes back to the left-top corner of the maze. Once there is no life remaining, user loses the game.

There are four different kinds of fruits that have different impacts on the game:

1. Cherry is for stopping the ghosts for few seconds.
2. Banana is for making the Pac-Man immortal and ghosts can be eaten in a limited time.
3. The blue one adds 5 points to the total score.
4. Question mark is a combo fruit that contains two set of effects taken randomly from the fruits mentioned above.

During the game, users can control the circular character by keyboard or mouse:

1. Keys like: ‘w’, ’a’, ’s’ and ’d’ are for moving the character to up, left, down and right respectively. In addition, arrow keys can be used for the same purpose.
2. Mouse events like: left-click, right-click, wheel-up and wheel-down are for moving the character to left, right, up and down respectively.