README

PacMan - Dino Style!

Author: Danielle Fudger

Contact: dfudger@uoguelph.ca

Last Code Update: January 26, 2013

Summary

This is a singleplayer PacMan game with a dinosaur twist. The goal of the game is to get your character, Tony the Triceratops to eat all of the tasty pineapples to keep his evergy up. But there are meteors all around the land that will destroy you if you hit eachother. You must eat all of the pineapples to win the game, and not get hit by any of the meteors or the game is over.

To move Tony the Triceratops, use the arrow keys on your keyboard to move him left, right, up and down around the game board.

There are four meteors in this game. Three were mandatory, but with the size of the game board, it made more sense to have four meteors so it was a fair challenge.

The game keeps track of your current score based on the number of food eaten. The score is based on if you have food left or you don't. When you have no more food, you win!

Included Files

- Javadocs
- Nine images for game play (in images folder)
- Necessary java files to build with ant
- readme.pdf

To Execute Game

1. Type 'ant' to compile, jar, and run the game.

2. The game will automatically begin.

3. 3760_PacMan.jar can be found within the build/jar folder if you would rather play from the jar.

4. Enjoy!

Functionality

A player can:

- Create a game

- Move their character around the board using the arrow keys on their keyboard

- Eat pineapples

- Be killed by meteors

- Win the game by eating all of the pineapples

- Lose the game by being hit by a meteor

Future Features

- Create a two player version, see which dino can eat the most pineapples

- Be able to save and load a game of pacman - dino style

- Have different levels based on difficulty

Known Bugs

- While the characters do not go through the walls, they do not bounce off the walls