**Project documentation**

**Team name:**

"Snuffy" – has five members.

**Team members:**

eqinox (Vasil Nikolov)

rossi.bundeva (Росица Бъндева)

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**Project explanation:**

The name of the game is Pacman.

Is a field that is separate from the individual sectors like labyrinth. The main character is a man that eats points scattered throughout the field. The goal is to eat all points of the field. From the center of the field, which is open at one end square, out three opponents, whose goal is to eat the main character. The result is increasing with each item eaten, and in more than 900 wins and bonus life. The protagonist lives have available during the game. They reduce every time when it is eaten.

The game ends when a player or eat all the dots, or when eaten by opponents.

The game also has music in fragments. Is different at the beginning and end of the game, also in the moments when the little man eating regular or bonus points.

The game controls only the protagonist, and opponents are made of artificial intelligence. The main character is controlled with the arrow keys: up, down, left and right. It moves into the free passages bounded by walls. Opponents are designed to chase the main character in the whole play area.

If you beat the game, a message appears on the console for the win.

If we lost the game, the console message appears lost.

**The URL of TFS repository:**

<https://teamsnuffy.visualstudio.com/DefaultCollection/TheGame>