

Help : Pacman-Killer

About the Game

This 2D game is developed in opengl-3 with keyboard and mouse controllers. This is an arcade game (inspired by <http://www.pacman4u.com/pacman-killer>) where the player controls a metal player and uses it to land on and destroy other flying balls constantly traversing the screen from left to right. On landing on the flying balls, they disappear and the player gets launched upwards a little higher (Like Mario jumping on enemies) .

The World

The world consists of a floor with a small semicircular pond and a trampoline. Flying balls of different colours (each corresponding to certain points) traverse the screen above the ground at various heights (random) from left to right. The balls are densely located so that it is possible to destroy multiple balls using the boost obtained by destroying one. Some of the flying balls have a rectangular slab attached at different angles, if the players lands on these slopes he/she will be launched at an angle of reflection from the perpendicular to the slab following the laws of reflection. Later, a magnet appear and disappear randomly on either sides of the game which will cause the player's motion to be influenced (projectile like motion [constant horizontal acceleration] is followed). At a later level, spiked porcupines should appear which if the player lands on will result in a penalty incurred .



Objects

Water: When the player is inside the water body, movement speed is slowed down and the height reached by jumping from inside is also shorter.

Inclined slopes on some flying balls: If the player lands on these slopes, he/she would be launched at an angle of reflection from the perpendicular to the slab following the laws of reflection.

Trampoline: Landing on the trampoline will cause the player to jump higher than Usual.

Magnet: The player's path needs to be influenced by the magnet. Assume magnet causes a constant attractive force in its direction.

Controls:

The player is controlled by the arrow keys: A to go left, D to go right and SPACE to jump. The player can also be made to move left or right by dragging on the screen. Make sure multiple keys can be pressed at the same time.

To control the camera: scroll wheel to zoom in/ out and arrow keys to pan.

Cheats :

- A - Move Player left
- D - Move Player right
- SPACE - Jump in Air by player
- Arrow keys / Mouse drag - Pan (when zoomed)
 - LEFT ARROW KEY - Move Screen left (Panning)
 - RIGHT ARROW KEY - Move Screen right (Panning)
 - UP ARROW KEY - Move Screen up (Panning)
 - DOWN ARROW KEY - Move Screen down (Panning)
- Mousewheel - Zoom
- Mouse click and move up/down/left/right - To move screen

Scoring & Lives

- Jump on Enemy (Pacman) without plank = +25
- Jump on Enemy (Pacman) with plank = +40
- Jump on Porcupines = - 1 life
- Time Counter = 60 (level 1)
 - if Time counter == 0 , Game finish

Features

- Nice cool background and color scheme
- Fully Randomise Position of Pacman, Speed, Porcupines position, Speed, Magnets
- Background music
- Moving Pac Man's (Enemies)
- 3 Lives

- Pond
- Trampoline
- Trees
- Levels and Time counter
- Reflection through plank/log
- Magnet Appearing on both sides randomly
- Score and Life counter
- Zooming/panning using both mouse and keyboard
- Modular codebase
- Jump by player, move left , right

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