User Guide

Minimum Requirements

Windows PC (Vista or Newer)

Graphics Card with OpenGL 2.0 (or higher) Support

Visual C++ 2010 Redistributable (Included)

OpenAL Redistributable (Included)

How to Run

Execute the Pacman.exe after installing the aforementioned Redistributables.

How to Play

Move around and collect the dots. Eat the ghosts when the message displays but be careful because they will kill you if you cannot eat them. Once you collect all the dots you advance to the next level until there are no more levels.

Controls

F – Toggles FPS display.

Arrow Key Up / W: Moves Forwards

Arrow Key Left: Turns Left

Arrow Key Right: Turns Right

A: Look Left

D: Look Right

S: Turn Around

Shift + Up / Shift + W: Sprint (requires sprint gauge to not be empty)

Esc: Exit

Making Your Own Levels

All levels must be 20x20 contained in a text file named "levely.txt" where 'y' is the level number (from 1 to 999). The file must be located in the "data" folder Levels must be in order, i.e. level1.txt level2.txt level3.txt… not level1.txt level5.txt level7.txt level8.txt…. There is a specific syntax that must be followed:

T: Top Walls (Horizontal)
B: Bottom Walls (Horizontal)
L: Left Walls (Vertical)
R: Right Walls (Vertical)
U: Upper Corner (Up/Left or Up/Right)
D: Down Corner (Down/Left or Down/Right)
G: Area allocated for Ghost Spawning
X: Location where Ghosts will Spawn (Must be 1 Connected Area)
O/Y: Empty Space
Z: Dots for Eating

For Reference, refer to the level1.txt located in the data folder or contact the developer.