Pac-Man Game using (OpenGL)

This project is a simple Pac-Man game developed using OpenGL (GLUT) with C++. The player controls the Pac-Man character moving inside the game window to collect dots and avoid colliding with walls.

* Main Features:
* Draw the Pac-Man character as a circle with an open mouth.
* Draw dots and update their status when eaten.
* Draw walls that end the game on collision.
* Arrow key controls to change movement direction (up, down, left, right).
* Continuous player position update using a timer.
* Collision detection with walls and dots.
* Win screen when all dots are collected.
* Lose screen on collision with a wall.
* Technologies Used:
* OpenGL and GLUT.
* Drawing with glBegin and glVertex.
* Handling 2D coordinates (x, y) and object movement.
* Using glutTimerFunc to control movement updates.
* Win and Lose Conditions:
* Win: Collect all the dots.
* Lose: Collide with any wall.