

Pac-O-Lantern Instructions

Summary:

You are a pumpkin, whose goal is to collect all the candies on the map. Ghosts will randomly spawn increasingly quickly as you do so. You can either avoid the ghosts or shoot fireballs at them. Getting hit by a ghost makes you lose a life – you have three lives.

To play, open the “Menu” scene. This will open a main menu, from which you can start the game. Press esc to pause.

*note: the quit button will not work from within the Unity Editor

Objects:

Pumpkin – The player, moveable and rotatable. Shoot fireballs (collides with ghost, candy, wall)

Fireball – Projectile shot by player (collides with ghost)

Ghosts – Randomly spawning elements that chase after the player (collides with player)

Candy – Spawns in fixed positions, collected by the player (collides with player)

*note: the ghosts and fireballs do not collide with the walls. This is intentional.

Controls:

Intended to be played with controller, but the game is configured for either controller or keyboard. Either way, check the inputs are mapped correctly to however your controller works.

1. Use the left joystick or arrow keys to manoeuvre the pumpkin around the map.
2. Use the right joystick or A/D keys to rotate the pumpkin.
3. Press “X” or Space to shoot a fireball.

Scoring/Mechanics:

Collecting a candy gives you a point. You can collect a candy by colliding with it. This is accompanied by a “beep” sound. The score is displayed at the top of the screen.

Colliding with a ghost does not make you lose points. You lose a life/heart every time you collide with a ghost. You begin with three lives. This collision is accompanied by a “whoosh” sound.

Hitting a ghost with a fireball does not give you points. A ghost must be hit three times to be killed. The ghost becomes more transparent as it loses health.

You can either win by collecting all the candies on the screen or lose by running out of lives. Once the game ends, a game over screen will be displayed with a corresponding message based on the outcome. From here, you can restart or return to the menu.

*note: the quit button will not work from within the Unity Editor