# Pacman 3D User Manual

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CPI 311 Game Engine Development

First, I would like to thank you for playing my 3D Pacman game which it was developed by a custom-made Game Engine developed by using XNA MonoGame C# in Visual Studio.

Pacman 3D is a 2D classic arcade game reimagined in stunning 3D. Navigate through the maze, eat pellets, avoid ghosts, and collect power-ups to clear each level.
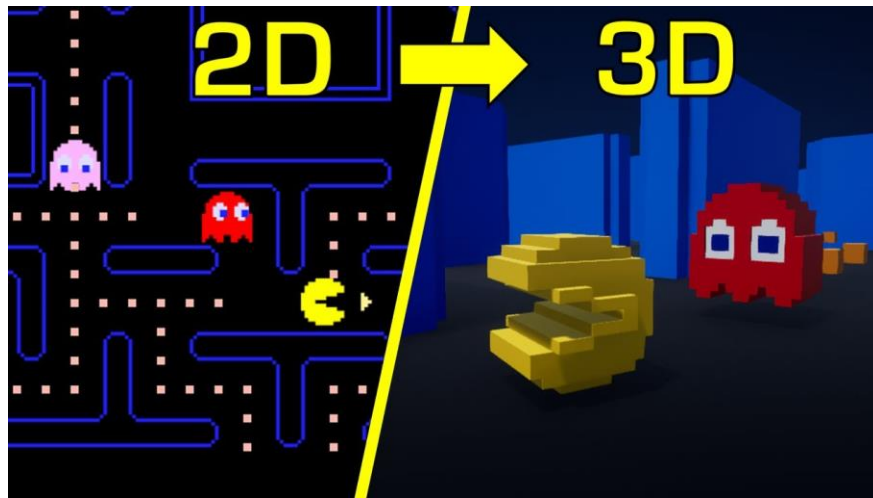
Table of Contents:

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1. Game Overview

Pacman 3D: In this 3D version, you control Pac-Man as a 2D but in 3D such as walking in the mazes, eating pellets and avoiding the normal ghosts, and Collect special powerup pellets to gain power-ups eat the ghost once they became weak before they regain their power state.

2. Characters:

Pacman: Is the hero Sphere who gets ride the ghosts from the maze. He likes to eat when he is happy.

Ghosts: There are 3 colorful ghosts that will try to catch Pac-Man. If they touch Pac-Man, game over. Pacman defeats them by avoid them or use power-ups to eat the ghosts.

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3. Controls

In **Pacman 3D**, the following controls are used to navigate Pac-Man through the maze:

Movement Controls:

- **W** – Move Forward
- **A** – Move Left
- **S** – Move Backward
- **D** – Move Right

Camera Controls:

- **N** – Zoom In
- **M** – Zoom Out

Pause, Resume, and Restart Game:

- **Enter** – Pause / Resume Game
- **R** – Restart Game
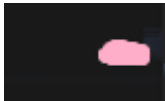
4. Gameplay Basics

- **Objective:** The goal of **Pacman 3D** is to eat all the pellets while avoiding the ghosts. Clear all the pellets to complete the level.

- **Pellets:**

  These are 50 small green dots scattered throughout the maze. Eating them increases your score. When all pellets in a level are eaten, you complete the game.
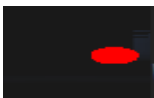
- **Pellets:**

  These are 80 small green dots scattered throughout the maze. Eating them increases your score. When all pellets in a level are eaten, you complete the game.

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5. Power-Ups and Items

- **Power Pellets:** 4 red pellets located in the corners of the stage. When Pac-Man eats a Power Pellet, the ghosts became weak for 5 seconds, and Pac-Man can eat them for extra points.

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6. Ghosts and How to Avoid Them

Ghosts are the main enemy in the game.:

- **Inky (Cyan Ghost):** Moves randomly but can be unpredictable also could jump above the walls to get Pacman.

How to defeat the Ghosts:

- **Eat Power Pellets:** Turn the tables by eating Power Pellets to turn the ghost's blue. You can eat them for points during this time.

- **Master the Maze:** Learn the layout of the maze and anticipate ghost movement to dodge them effectively.

- **Staying away from them since the Ghost is using the short path to get Pacman because they know the map of the maze.**

7. Scoring System

You score points by performing the following actions:

- **Eating Pellets:** Each pellet eaten is worth 5 points.

- **Eating Power Pellets:** Each Power Pellet is worth 10 points.

- **Eating Ghosts:** add 50 to score.

- **Highest Score:** Each game, the game stores the highest score.

8. Tips and Strategies

- **Learn the Maze:** Familiarize yourself with control and stay away from the ghosts' areas.

- **Use Corners to Your Advantage:** The maze has corners and narrow paths. Use them to your advantage to avoid ghosts and trap them when they are vulnerable.

- **Time Your Power Pellets:** Don't rush to eat a Power Pellet unless you are sure it's safe. Wait for the ghosts to get close, and then turn the tables.