INTRODUCTION

COMPILING & EXECUTION

DEPENDENCIES

➔ WebGL browser

➔ Coffeescript

➔ Node

➔ Browserify

➔ npm

➔ Watchify

Tested on GNU/Linux to work. ArchLinux Kernel — 4.14.13 x86_64 Architecture.

COMPILING

To build the Game, from the Parent directory of the source code execute the following commands.

- npm run watch

- npm run transpile

- firefox index.html

RULES OF GAME

CONTROLS

◆ A for moving the Pacman Left

◆ D for moving the Pacman Right

◆ W for making the Pacman Jump

◆ T for toggle color to grayscale

DESCRIPTION

Tunnel Rush game built on WebGL. Textures and flashing with grayscale to RGB conversion. Obstacles and gold points. Levels change and textures too.