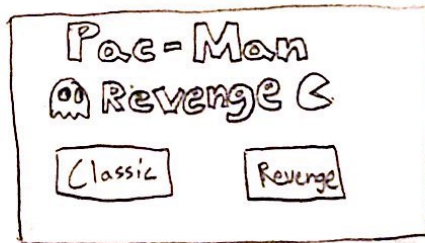
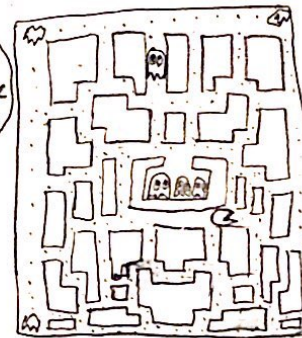


Upon opening the game, the user is prompted with a splash screen that offers two game modes: Classic and Revenge



1

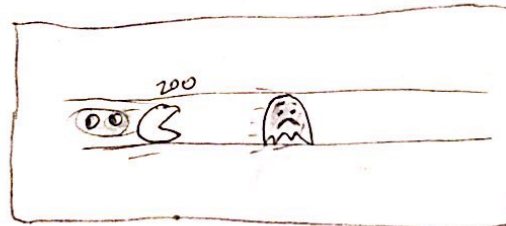
In classic mode, the game will carry out more or less like traditional pac-man, however maps will be auto generated. The user can change maps by pressing 'm', pause the game with 'p', and control pac-man with the 4 direction keys. The objective of the game is to eat all the pellets without losing all of pac-man's lives to the ghosts.



Actual randomly generated map  
(not drawn to scale!)

2

When the user grabs a power pellet, the ghosts stop chasing pac-man and turn dark blue. This allows pac-man to eat them,



Yeah! But it doesn't feel so good being eaten. Does it?!



After pac-man eats a ghost, the eyes of the eaten ghost runs back to the ghost house in the center of the map. Ghosts are worth hundreds of points compared to the 10 point pellets. This incentivizes the user to use power pellets sparingly and maximize ghosts eaten.

3

In Pacman Revenge, the user controls the ghosts in an attempt to eat pac-man.



The user can toggle between ghosts by pressing one of the number hotkeys or directly clicking on the stationary image of the desired ghost. A recharge bar ⚡ will be placed below all the ghosts to indicate the user must wait before switching again.

4

Classic

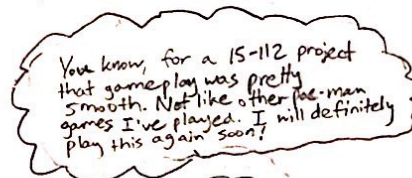


Revenge



In classic mode, the game ends when pac-man loses his last life. In revenge mode, the game ends when pac-man eats the last pellet. In both cases, the user will have the option to play again or return home to switch mode.

5



The chasing and running of pac-man and the ghosts will appear to be a contiguous motion, giving the user the feeling of thrill as they narrowly dodge or miss a ghost or pac-man.

6