

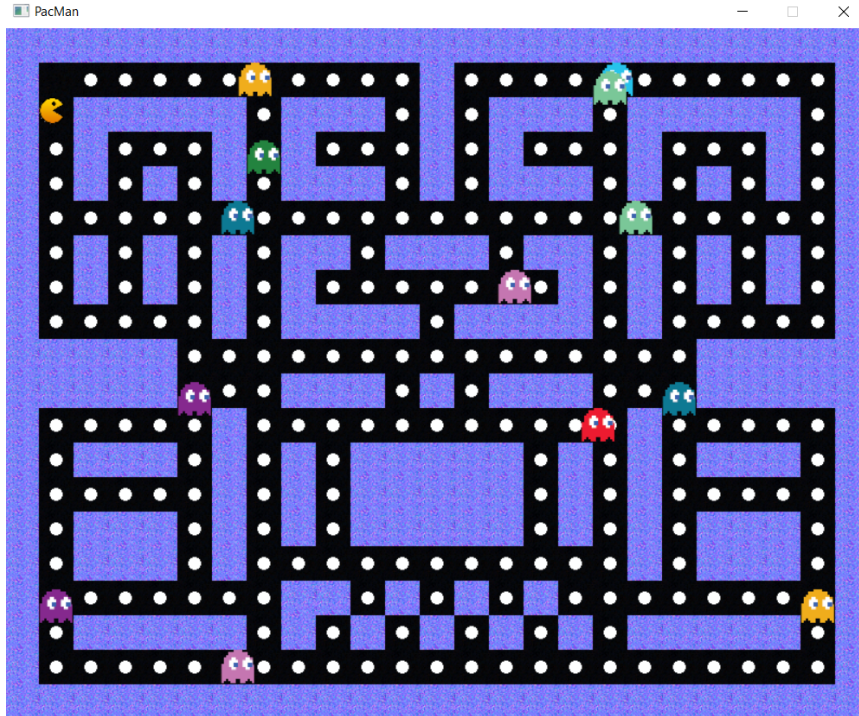
Project title (Pac-Man)

Author (Ioana-Roxana Băcălie)

affiliation: <Faculty of Automatic Control and Computer Engineering, Iasi>

email: <ioana-roxana.bacalie@student.tuiasi.ro>

academic year: <2020 - 2024>



Gameplay:

PacMan is a game in which the player controls PacMan through an enclosed maze. The objective of the game is to eat all of the dots placed in the maze while avoiding 6 colored ghosts in Level 1, 8 colored ghosts in Level 2 and 13 colored ghosts in Level 3. When Pac-Man eats all of the dots, the player wins the game and then has the option to return to the main menu and start another level or quit the game. If Pac-Man makes contact with a ghost, he will lose his life and game will be over.

Plot:

PacMan has lived all his life inside the maze and now he decided to escape. In order to do that, he needs to eat the dots and gain power. Unfortunately, he is hunted by some ghosts that protect the maze and try to prevent his escape. He has to avoid them and eat all the dots in order to escape and become a free PacMan.

Characters:

Pacman is the protagonist and player-character. He moves inside the maze and eats dots in order to gain power.

Mechanics (turns, game points, user interaction, keys): The Player is controled using Up/Down/Left/Right keys.

Link GitHub: [roxanabacalie/Proiect-POO \(github.com\)](https://github.com/roxanabacalie/Proiect-POO)