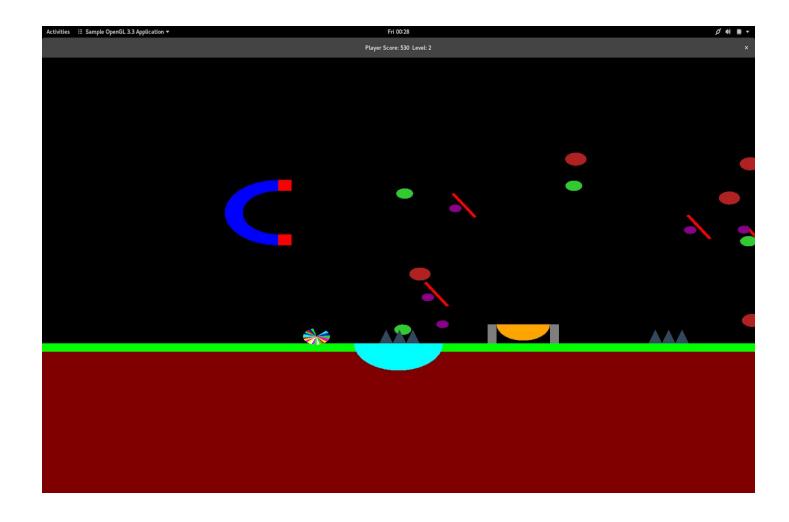# Saurabh Chand Ramola

20161106 IIIT Hyderabad

Pacman Game

Graphics Assignment 1

Installation:

Run the following command to ensure that the required packages are installed.

sudo apt install libglew-dev libglfw3-dev libglm-dev cmake pkg-config
libsdl-mixer1.2-dev libsdl1.2-dev

How to run:

1. Make sure you are in the directory 20161106_Assignment1

2. Run the command mkdir build

3. Run the command cd build

4. Run the command cmake ..

5. Run the command make

6. Run the command ./graphics_asgn1

Controls:

● The player's ball is metallic and is multicolored and can be attracted by a magnet on 2nd and 4th level.

● To move left use key a and to move right press d.

● To jump use the spacebar.

● To move the camera left, right, up or down use the arrow keys.

● Use the scroll wheel or + and - to zoom in or out

● Score and Level is displayed in the window title bar.

● The game starts with the level 1 and score = 0.

● In the game after that if the score again gets 0 at any point in time, game gets over and Game over is displayed on the screen for two seconds before the screen is closed.

● As the level increases, the number of porcupines keep on increasing

● There are four levels and magnet appears on level 2 and 4 and porcupines keep on increasing in every level and they subtract something from your score everytime you come in touch with them.

● The game is infinitely and the player can move anywhere horizontally on the ground.