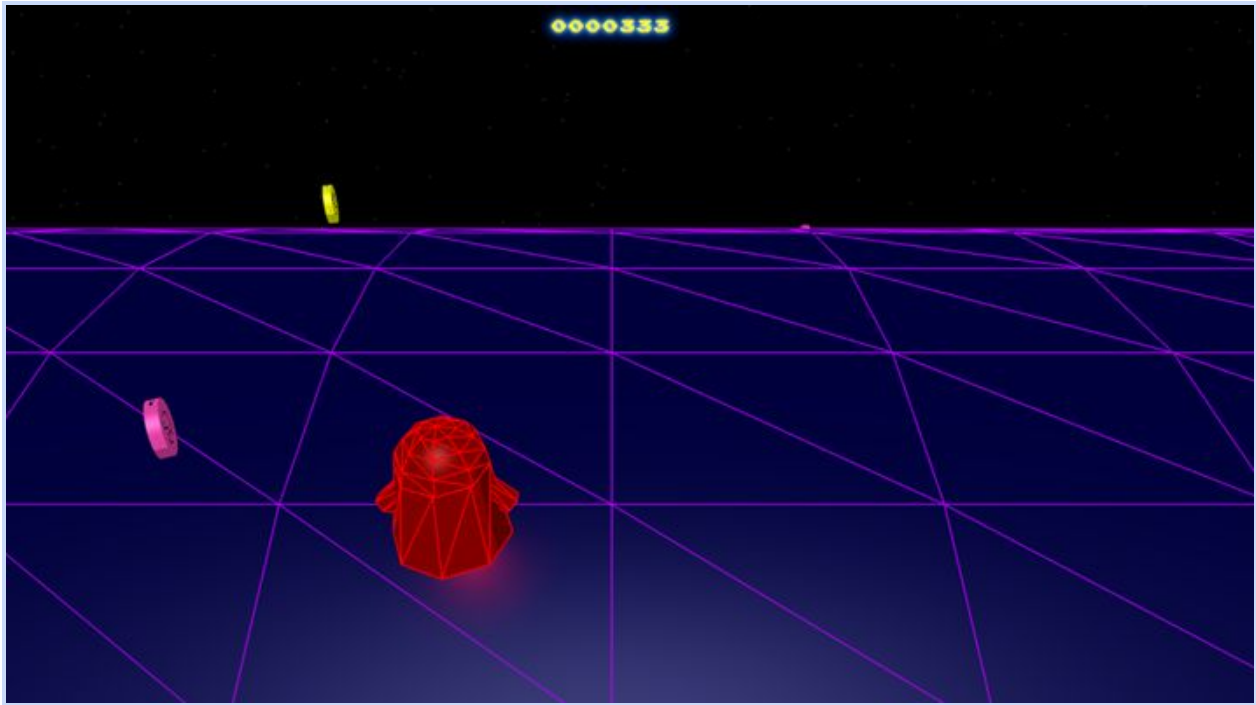ENGINEERING IN COMPUTER SCIENCE COURSE OF SAPIENZA UNIVERSITY, ROME

GHOST-MAN

U. di Canito, D. Buonadonna

USER MANUAL

INTRODUCTION

The scope of this game is to reach the highest score possible moving the ghost on the pitch and eating the pac-coin that spawn in the ground.

GAME MODES

The game is composed mainly by three modalities:
- classic mode
- hard mode
- crazy mode

To select one of these user can click on the buttons in the Homepage of the game:

After that user has to choose one of the available characters in the *choose characters* page. He has four types of characters that are shown in next figure:


To start the game, the user must insert an username that must have minimum four characters and click on "*start game*" button, as shown in next figure:

CLASSIC MODE

The classic mode is the basic one to play the game. It consists in an incremental speed and to grow the score user must pick the spawning coins that has the same color of the character chosen. If user picks a coin with different color he will lose the match.
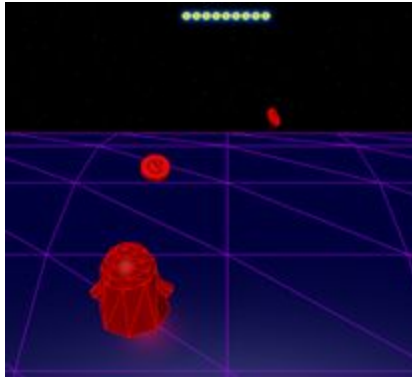
- incremental speed
- score if colors match

HARD MODE

The hard mode is the middle difficulty mode to play the game. Speed is always at max level and to grow the score user must pick spawning coins that have the same color of the character chosen. If user picks a coin with different color he will lose the match.
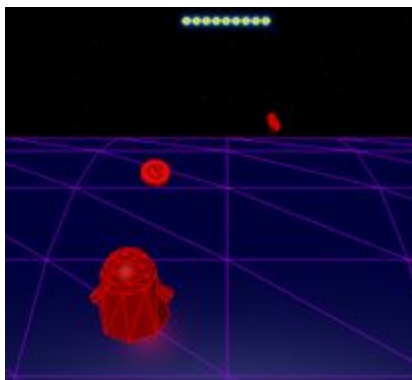
- maximum speed
- score if colors match

CRAZY MODE

The crazy mode is the difficult mode of the game. As for the hard mode, speed is always at max level and to grow the score user must pick spawning coins that have the same color of the character chosen. If user picks a coin with different color he will lose the
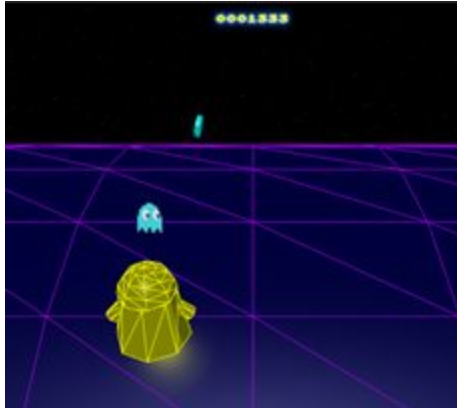
match. However, in this mode the color of ghost changes at random, so the user must pay attention to the little 2D ghost icon that spawn in the main ghost character's head.

- maximum speed
- score if colors match
- random changing of the character's color

CONTROLS

To move the characters during the all modes user has to use the "a","A" or left-arrow keys on keyboards to move on left and uses the "d", "D" or right-arrow keys on keyboard to move on right. All these informations are contained into a short tutorial initial window before to start the game, as shown in the next figure: