



Pacman

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Overview

This is a 2d game.

Game contains six levels, difficulty of the game increases with levels.(like the speed of porcupines and balls that you have to kill increases).The game contains additional features like magnet,balls with plank and trampolin which causes change in movement of player according to basic physics law.(keep in mind that the ball is magnetic).

You get a +1 score if you kill a ball, and a -4 score if you hit a porcupine and a -2 score if you jump over a porcupine and kill it.You get levelled up if you reach score 10,20,30...

Magnet creates a horizontal acceleration that attracts the player horizontally.

Trampolin helps the player in gaining more height on a jump.

The score and level are displayed on top right corner of screen(first line contains score and the second line contains level).

Controls

1. Movement

A, mouse drag left(left)

D, mouse drag right (right)

Space (Jump)

2. Panning

Right arrow key (right screen panning)

Left arrow key (left screen panning)

3. Zooming

Mouse wheel scroll up(zoom in),Mouse wheel scroll down(zoom out)