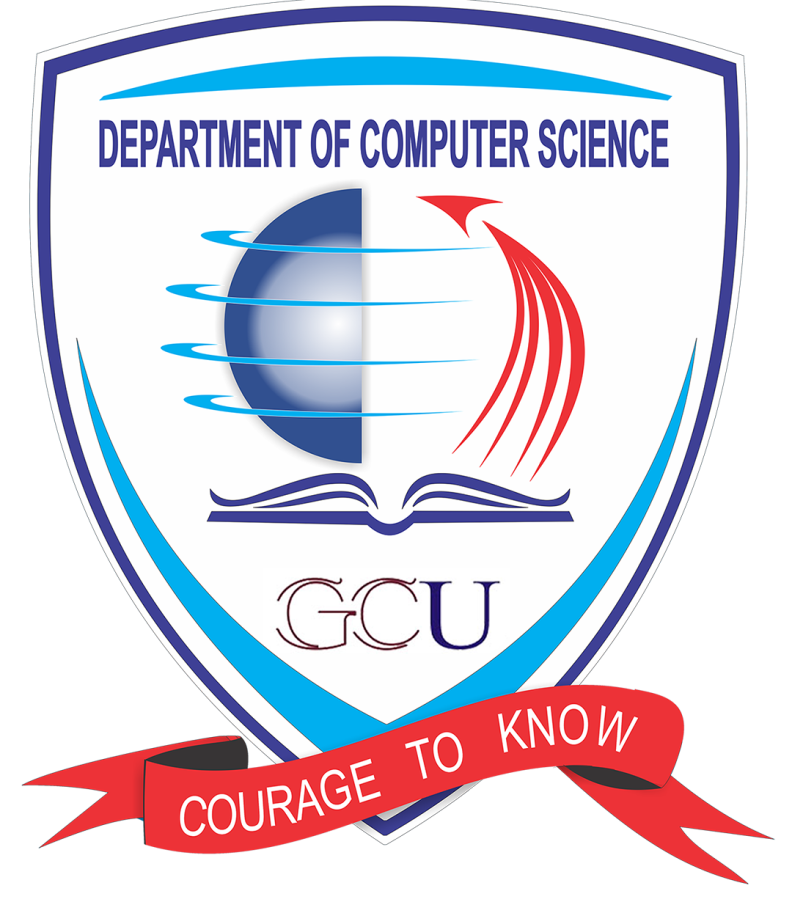
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**Project Name: Pacman**

**Project Submitted By:**

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**Intro:**

Pacman  is a 1980 maze action video game developed and released by Namco for arcades. This game is made keeping in mind the original pacman game that contains the protagonist pacman moving through the maze and a bunch of ghosts following him. The ghost’s behaviors differ from each other. One blindly chases the pacman from start, Second one whenever encounters pacman runs away from him, third one is too slow and the fourth one tries to cutoff the pacman paths.

**Project Scope:**

The scope is of the basic university project and is made for educational purpose of fulfilling the semester project. Its uses AI for the ghosts to search pacman in the game.

**Implementation:**

The implementation of the project is in python and fulfills the must AI requirement by using BFS search algorithm for the ghosts chasing the pacman in the game.

Implementation is done using pygame library. There is one main class that uses other classes. That are enemyclass, appclass , setting and player class.

**Results and Discussions:**

When all the food is eaten by the pacman in the maze the game ends and starts from beginning in the next turn you start.