

PUANGMAN



Team 01

OPEN SOURCE PROGRAMMING PROJECT

PROJECT THEME

Should Pac-Man just run away?

Packman can attack too!

Let's beat the ghost and run to the destination.



MAP

Create a map in the form of text and images that can represent Chung-Ang University's Arts Technology.

Unlike the existing Pac-Man, an arcade game that creates a starting point and an arrival point to attack ghosts and passes through the arrival point.

PACMAN

The existing Pac-Man changed to Puang, the mascot of Chung-Ang University.

Puang can attack ghosts by spewing fireballs out of his mouth.

GHOST

There are many types of ghosts.

TOOL

Unity, C#, GitHub

ROLE

11.26 - 11.30

Map & Puang & Ghost Design
Puang motion coding

Map design

- 심채민

Puang & Ghost Design

- 김태희

Puang motion coding.

- 김영지, 우예담

12.1 - 12.5

Game base coding

Eating pellets & ghost structures

- 김영지

Ghost action setting & scatter action

- 김태희

Chasing ghosts & ghost home movements

- 우예담

Ghost scared behavior & direction of eyes

- 심채민

12.6 - 12.12

Applied coding

Ghost movement pictures

- 김태희

Apply the code to the Unity

- 김영지

Find the code related to the application function

- 우예담, 심채민

12.13 - 12.19

Deep coding & Finish

Unity error resolution

- 김영지

Finding a license

- 전원

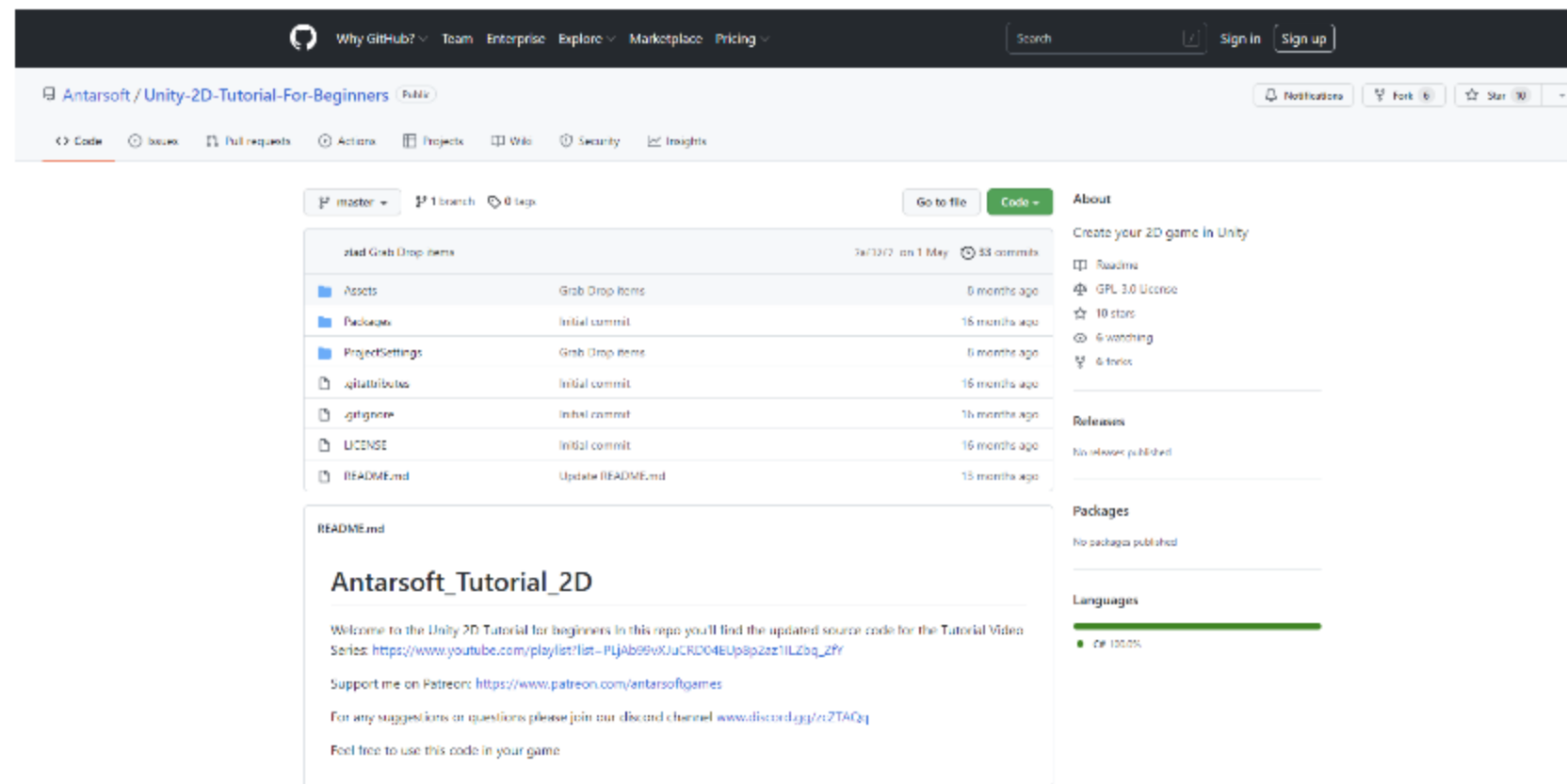
Find additional features

- 전원

LICENSE

GPL - 3.0

It was used to reduce HP when Puang attacked ghosts.



Compatibility between licenses

GPL-3.0 should not include the open source of the following license

- Apache-1.1
- BSD-4-Clause
- FTL
- IJG
- OpenSSL
- Python-2.0
- zlib-acknowledgement
- XFree86-1.1

Our project used only one open source library following GPL-3.0, so there was no conflict of obligations

PROJECT LICENSE



When developing software by importing GPL sources, we chose the open source license for our project as GPL-3.0, because we have to follow GPL when distributing the developed software.

MILESTONE ACHEIVING

Step 1. Complete game base.

- Map, Character (Puang & Ghost), Simple Code

Step 2. Animation & Main Menu

- Puang & Ghost animation, Main Menu, Quit Menu.

Step 3. Score Board

- Score Board setup

Step 4. Load Scene & Music

- Menu scene ↔ Game scene, Insert Music.

Step 1.	Map Design	Character design (Puang & Ghost)	Base code (GameManager)	Q 25%
Step 2.	Puang & Ghost Animation		Main & Quit Menu.	Q 25%
Step 3.	Score Board	[Error]		X 0%
Step 4.	Loading Scene (Game ↔ Menu)		Insert Music	Q 25%
Total				75%



THANK YOU

Team 01

