PacMan

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Description

- Pac-Man is a Japanese video game franchise created by Toru Iwatani, the father of Pac-Man, but published, developed and owned by Bandai Namco Entertainment (formerly Namco).

- Single Player.

- Food dots inside the board.

- Enemy ghosts move randomly.

- Pacman can eat enemies with a special food dots and .

- Pacman has three lives and loses when an enemy touches it.

- Pacman wins the game when it has taken all food dots in the map.

Architecture and Technical details

- Programming language: C
- The game's maze layout can be static.
- Pacman gamer must be controlled by the user.
- Enemies are autonomous entities that will move a random way.
- Enemies and pacman should respect the layout limits and walls.
- Each enemy's behaviour will be implemented as a separated thread.
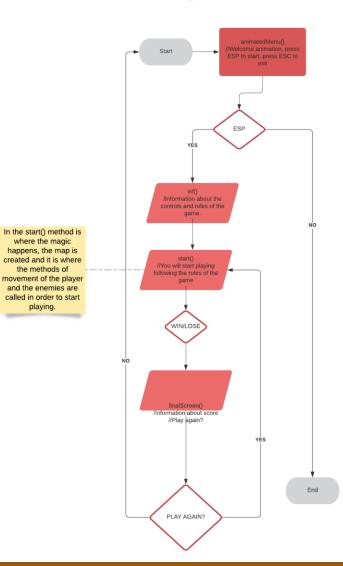- Display obtained pacman's scores.

Class and flow diagram.

KEY LEARNINGS