

Northern Michigan University (Marquette Co, MI)

CS 495-01-15F: Video Game Programming

Program 1

Due: Friday 4 September 2015 1:00 P.M. EDT

Create a directory called “PG1” at the top level of your CS495-01-15F folder. Put all the files pertaining to this assignment in PG1. Place a (possibly empty) file or folder called “DONE” in this folder when you have completed this project.

Write a crude version of PacMan. It does not have to be brilliant. PacMan has to move around the screen. His mouth has to open and close. The user has to be able to control him with the arrow keys in some fashion. He has to eat dots. The point of this assignment is to make sure that you can install and use SDL, not to make a perfect game!