

PAC-MAN

PROJECT

FIRST REPORT



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PRODUCT

DESCRIPTION



HERE IS WHAT
WE WILL
DEFINITELY DO:

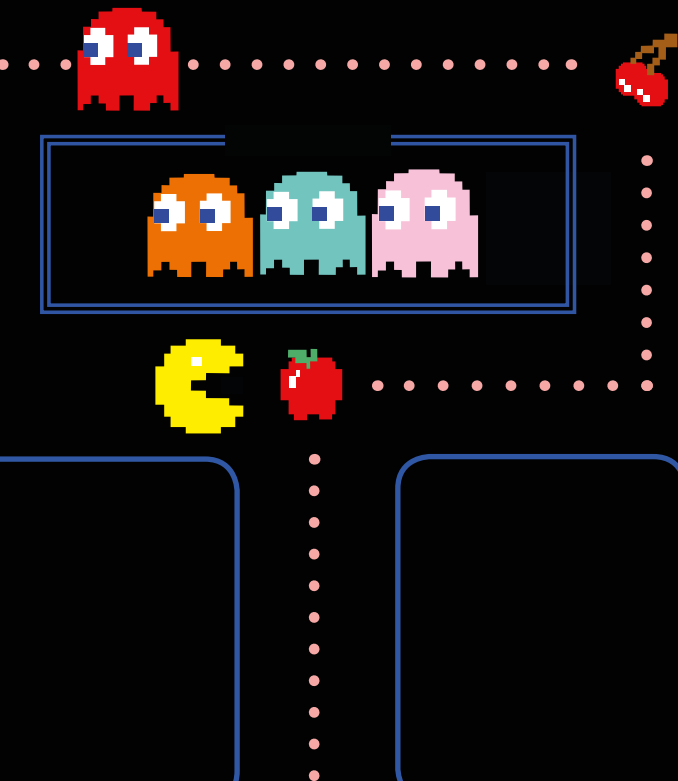
Pac-Man game

Controllable player avatar with two
game modes

4 ghosts with different AIs

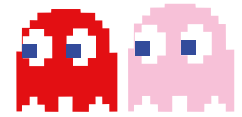
Score system (ghost killing + gum eating)

Several maps



TECHNICAL

ENVIRONMENT



Language: C++



Library: SDL (2.0)



IDEs:



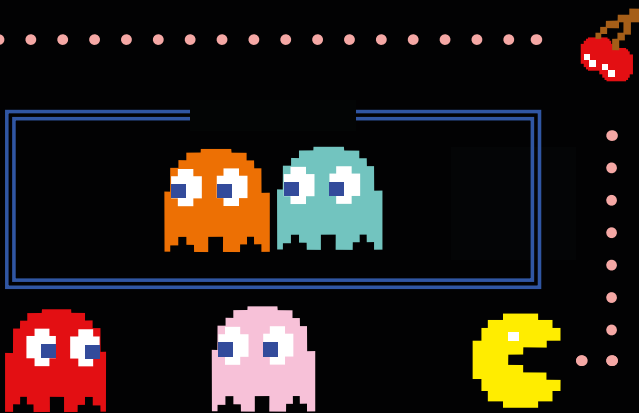
Code::Blocks,



Eclipse (Windows),

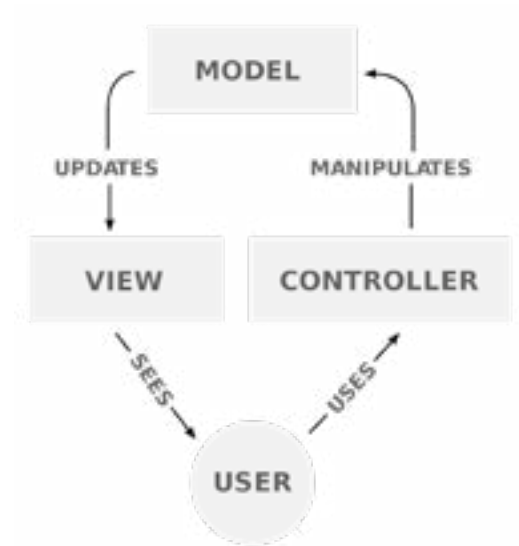


Xcode (MacOS).





Project dispatched
using MVC pattern



Tasks and dependencies between them defined for
coders to choose from

Current status: level generated and displayed, avatar
movement done, gums are edible, two ghosts have
an AI

RESULTS

AND ISSUES

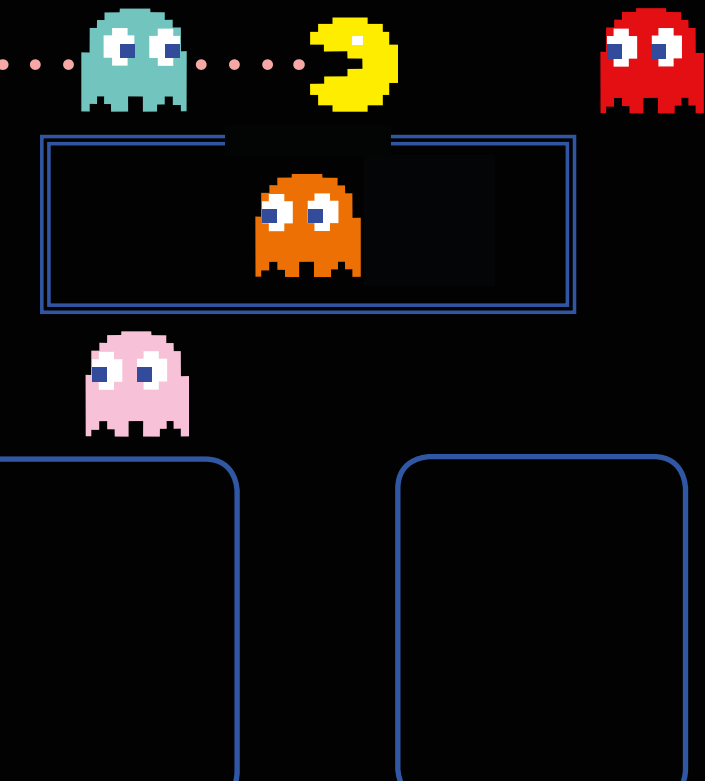


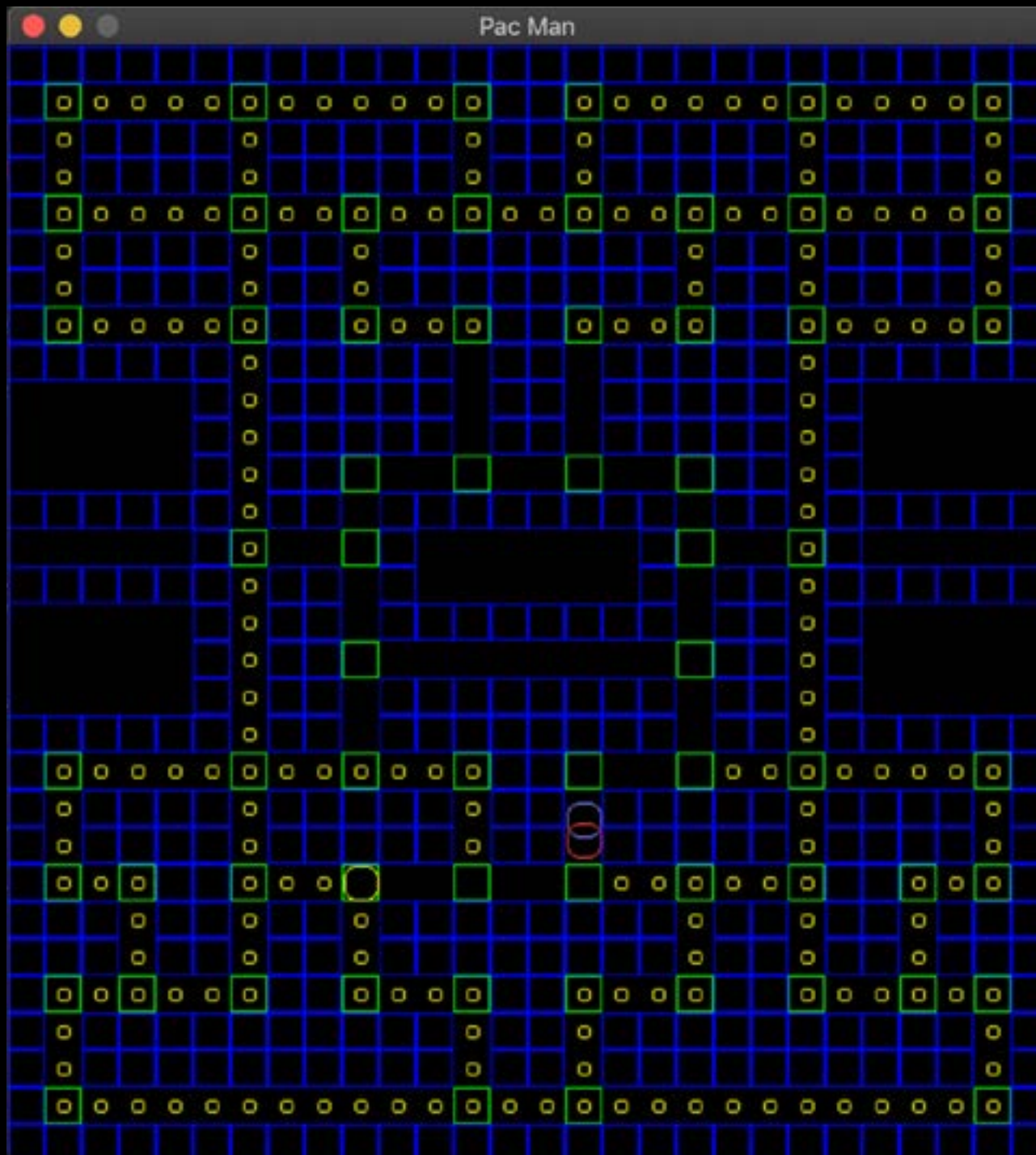
Making SDL work on everyone's PC

Identifying and creating the game's graph and entities structure

Communication mishaps

No major scope change yet





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