Project proposal: Pac-man Game

Idea: Create a Pac-man as the front-end page

Design aspects of the project:

* The user would be able to:
  + Start and stop the game
  + Choose the elements that will be collected
  + Color the enemy and board settings
* Score will be stored as the State
* Control user movement through screen joystick

React States: scores

React props: component colors and behavior

React router: Levels

Technical challenges

1. Define runtime logic
2. Create a collision detection system to trigger actions depending on State
3. Store score and ghost movement

References:

Une image contenant texte, équipement électronique

Description générée automatiquement