

CGP2011M

GAMES PROGRAMMING ASSIGNMENT REPORT

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List Of libraries used;

- STD standard library
- SDL library
- SDL Image
- SDL Mixer
- SDL TTF True Face Font

Controls

Main Menu

- Enter Starts the Game
- Esc Quits the Game

In Game

Move Left – Press and Hold left arrow key

Move Right - Press and Hold Right arrow key

Move Up – Press and Hold Up arrow key

Move Down Press and Hold Down arrow key

Full Screen – Spacebar

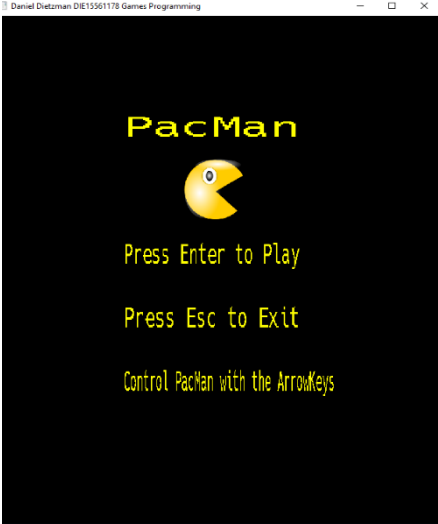



Quit Game – Esc

Table of Features

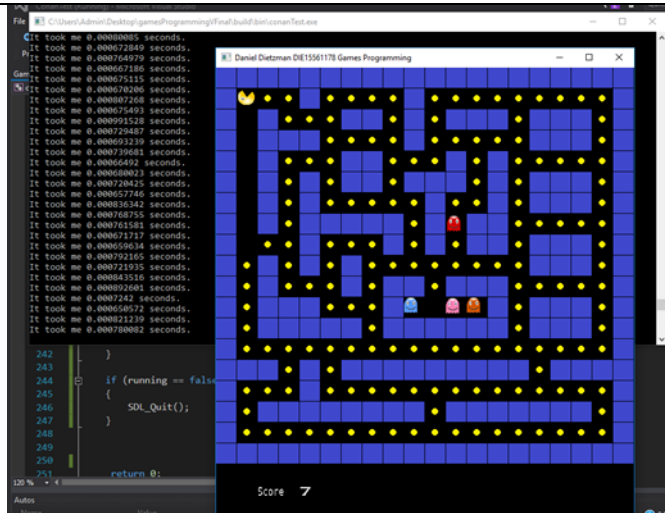
*= Can be seen better in video or if you run the Game

Note: Some screenshot have been taken from my video

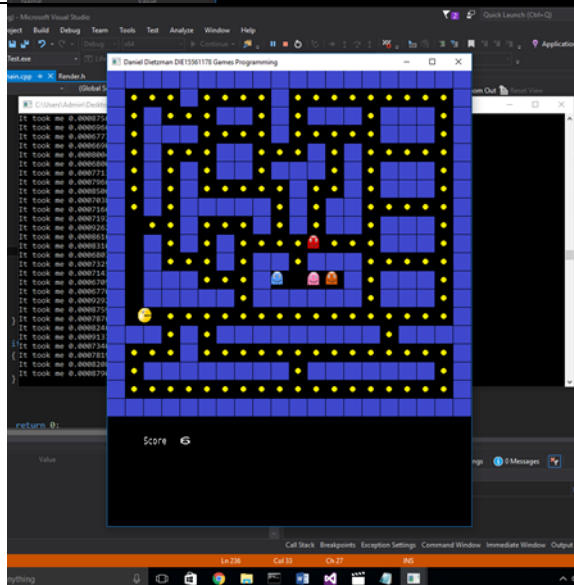
Feature	Screenshot
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<p>Main Menu – main menu which allows you to enter of exit the game at the start</p>	
<p>Score Text Rendered at bottom of Screen</p>	
<p>Tile Map- A map made from a text file</p>	
<p>Render Sprites – This includes the Walls, Ghost, Pacman and the dots</p>	

*Collision Pac and wall- Pac man can't go through wall



*Collisions Pac and dots – Dot disappear when Pac man moves over them adding to score



*Collisions Pac and Ghost – Game over when Pac collides with Ghost

See Video/Actual Game
00:01:13→00:01:15

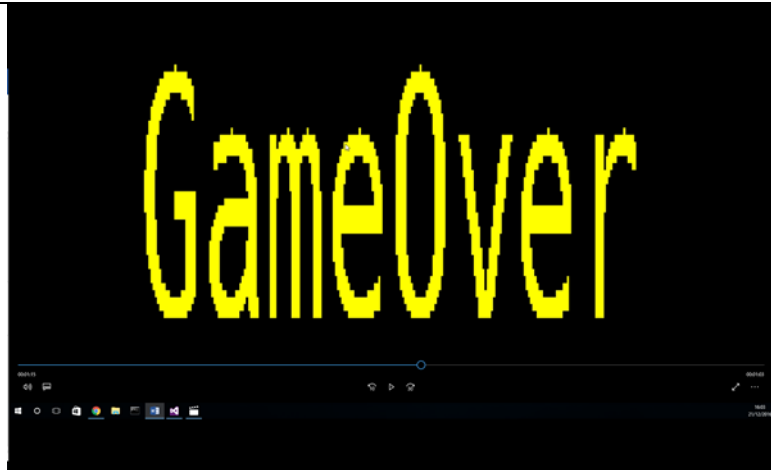
*Background Music


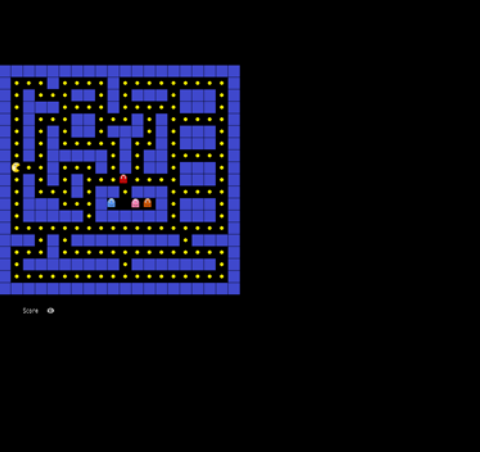
N/A Can't show music Via screenshot see video

*Event Music – when Pacman collides with a dot a sound effect is played

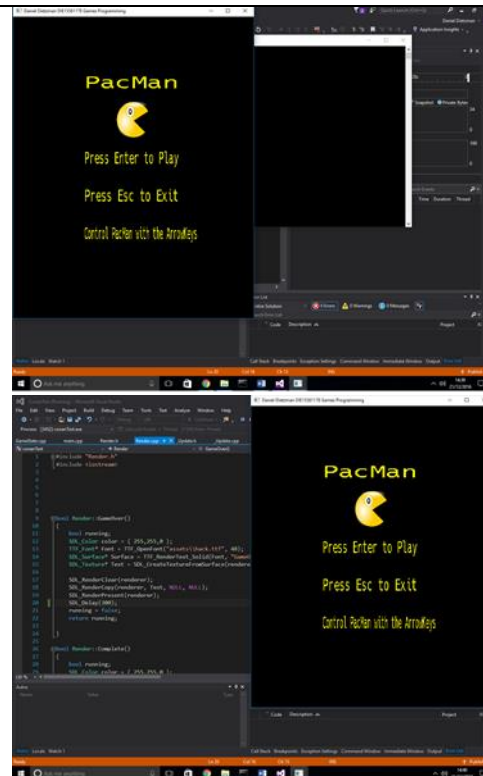
N/A Can't show music Via screenshot see video

Game Over Screen – When Pacman Collides with a enemy this screen appears then game quits Note: this screen shot was taken when the game was full screen in the video

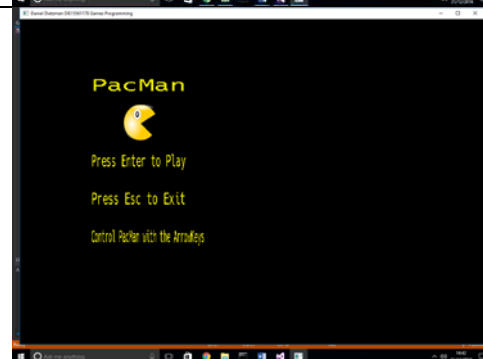


<p>You Win Screen – when Pac man collects all the dots this screen appears then the game exits</p>	
<p>Full screen on key press – when in game if you press space you can full screen the game</p>	
<p>*Player Movement – You can move Pac using the arrow keys</p>	<p>See Video/Actual Game</p>
<p>*Ghost Movement – Ghost move using Random number generator</p>	<p>See Video/Actual Game</p>
<p>*Ghost Released Depending on Score - 1 Ghost moving at start till all move when score is above 60</p>	<p>See Video/Actual Game 00:01:00 → 00:01:07</p>
<p>*Pac man Animation – Pacman is animated</p>	<p>See Video/Actual Game</p>
<p>*Esc Exits in game and when in menu</p>	<p>See Video/Actual Game 00:01:20 → 00:01:28</p>

Window can be moved across the screen



Window can be resized



Debug window displays how long it took to go through that loop of the game

```
C:\Users\Admin\Desktop\gamesProgramming\VF
It took me 0.00074308 seconds.
It took me 0.000778195 seconds.
It took me 0.000827658 seconds.
It took me 0.000905062 seconds.
It took me 0.000910348 seconds.
It took me 0.000887316 seconds.
It took me 0.000874855 seconds.
It took me 0.000951504 seconds.
It took me 0.000885805 seconds.
It took me 0.000874855 seconds.
It took me 0.000758938 seconds.
It took me 0.000913746 seconds.
It took me 0.000898643 seconds.
It took me 0.000781215 seconds.
It took me 0.000870325 seconds.
It took me 0.00110065 seconds.
It took me 0.00110593 seconds.
It took me 0.00073364 seconds.
It took me 0.000763091 seconds.
It took me 0.000817463 seconds.
It took me 0.000855976 seconds.
It took me 0.000822749 seconds.
It took me 0.000681911 seconds.
It took me 0.000932248 seconds.
It took me 0.000880519 seconds.
It took me 0.000703056 seconds.
It took me 0.000810288 seconds.
It took me 0.000865793 seconds.
It took me 0.000778572 seconds.
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EVALUATION

What I felt went well in this assignment was the map creation was efficient and easy to make into any size or shape I wanted. This allowed me to get creative with the maze for my game. It also made collisions for Pacman into walls and dots slightly easier as I could just check if the tile rectangle was intersecting with Pacman and then deal with appropriately. However, there are some things I would have liked to have improved or implemented to make the game better. I would firstly improve the AI of my Ghost as they are just random in the current game and this can either make the game easy or hard depending on what happens and most of the time they just go back and forth. I would prefer if they had personalities like in the original game. Lastly, I would have liked to add power ups into the game to make it more fun and interesting and more of an enjoyable experience overall. In conclusion, I enjoyed making my version of Pacman but with the knowledge and time would have liked to perfect it and added my own twists to the formulae.

ATTRIBUTES

Backgroundmusic.ogg - Author remaxim Found on OpenGameArt.com

<http://opengameart.org/content/pacman-clone-background-music>

Dot.png – I created this asset

Hack.ttf – Found at <http://sourcefoundry.org/hack/>

Map.txt – I made this asset

Pacman.png – Author C-Toy Found on OpenGameArt.com

<http://opengameart.org/content/pac-man-inspired>

pop.ogg – Author farfadet46 Found on OpenGameArt.com

<http://opengameart.org/content/bubbles-pop>

Wall.png – I made this asset