CGP2011M

Games Programming Assignment Report

Daniel Dietzman

Student ID: DIE15561178

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 |
| Main Menu – main menu which allows you to enter of exit the game at the start |  |
| Score Text Rendered at bottom of Screen |  |
| Tile Map- A map made from a text file |  |
| Render Sprites – This includes the Walls, Ghost, Pacman and the dots |  |
| \*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 |  |
| You Win Screen – when Pac man collects all the dots this screen appears then the game exits |  |
| Full screen on key press – when in game if you press space you can full screen the game |  |
| \*Player Movement – You can move Pac using the arrow keys | See Video/Actual Game |
| \*Ghost Movement – Ghost move using Random number generator | See Video/Actual Game |
| \*Ghost Released Depending on Score - 1 Ghost moving at start till all move when score is above 60 | See Video/Actual Game  00:01:00 🡪 00:01:07 |
| \*Pac man Animation – Pacman is animated | See Video/Actual Game |
| \*Esc Exits in game and when in menu | See Video/Actual Game  00:01:20 🡪 00:01:28 |
| 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 |  |

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 like 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

Backgrounndmusic.oog - 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