Project Proposal and Description

The project we are looking to create is an animation game "Pac-Man". We chose this game because it is a project that would be very compatible with the scope of CPSC 233. It has elements of artificial intelligence and is challenging enough to test our knowledge of JAVA.

The setting of the game will be a still map with boundaries, obstacles and a path that is predefined. With in the map there is a main character "Pacman" , two enemies "RedGhost" and "BlueGhost" and edible "Pills". The game has two versions, a gui and a text based version. The gui version displays the game on the screen and the player uses the arrow keys on the keyboard to move Pacman around the map, running away from the ghosts that are trying to kill him. The player scores points everytime Pacman eats a pill and once all the pills are eaten, new pills are generated and the game continues. When one of the Ghosts touches Pacman, the player loses the game and a gameover screen showing the final score and the previous highest score is displayed. Thus, the motive of the game is to beat the highest score. The text based version functions the same way (same as above) but runs on the console, where by the player is instead prompted for an input to move pacman or interact with game. When prompted for an input, the player is able to move pacman by entering the following characters into the console; 'w' to move forward, 'a' to move left, 'd' to move right, and 's' to move down.