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Project Proposal and Description

The project we are looking to create is the 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 for us to test our knowledge of JAVA. The setting of the game will be a still map with boundaries and a path that is predefined. In this game, the player uses the arrow keys to control Pacman around a maze eating pills and avoiding four ghosts. The player scores points when a pill is eaten and once all the pills are eaten the players wins the game. When a ghost touches Pacman the player loses a life. In the corner of the maze there are special power-pills that when eaten they allow Pacman to eat the ghosts and not die for a limited period. When Pacman loses all of his three lives, the game is over.

As of demo 1, the game is text based where by the player is prompted for an input so he/she can move pacman around an enclosed space. When prompted for input the player is able to move pacman by entering the following characters; 'w' to move forward, 'a' to move left, 'd' to move right, and 's' to move down.

As of now the gui version of the game can be launched, where by the player is able to move pacman around the screen using the Up, Down, Left, and Right arrows. Pacman can also rotate around the screen, stay within the boundary and collide with some obstacles.