

PACMAN

Phu Kien (Steven) Dao
6326

INSTRUCTION:

- Build and run:

- Build and run in **Release** mode.
- OR run directly **pacman.exe** file in the Demo folder.

Debug version will not work as the expectation, because of the iterators problem in Debug mode of Visual Studio.

References:

- Matthew Carr, C++ teacher, AIT
- <https://stackoverflow.com/questions/6103314/visual-studio-debug-iterators>
- <https://stackoverflow.com/questions/12631609/why-is-this-code-100-times-slower-in-debug>

- In game instruction:

- Use arrow buttons: **UP**, **DOWN**, **RIGHT**, **LEFT** to control Pacman.
- Each ghost has **80%** of chasing **Pacman**, **20%** of chasing among **cherries**.
- Ghosts chase Pacman by different shortest paths.
- When Pacman eats a cherry and gain its power, ghosts will no longer **chase** pacman but randomly move through the map and become white.

TEST CASE:

- Use arrow buttons: **UP**, **DOWN**, **RIGHT**, **LEFT** to control Pacman.
- Pacman is able to eat the ghost if it is having its power.
- Game over when:
 - Pacman catches a ghost in the normal form (without the power).
 - Pacman eats all over the food on the map.
 - Pacman eats all over the ghost on the map.

CREDITS:

- SFML library (for drawing)
- Dijkstra's Algorithms (for the shortest path finding)

SOURCECODE:

https://github.com/iamstevendao/pacman_cpp