CPSC 386 Project Four, due Saturday, 22 Oct 2022

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Verify each of the following items and place a checkmark in the correct column. Each item incorrectly marked will incur a 5% penalty on the grade for this assignment.

Completed	Not Completed	Pacman Portal
☑	❑	Made a startup screen with the name of the game, animations of the ghosts and Pacman, and introduces the ghosts.
☑	❑	Implemented the startup page menu for Start game and high scores.
☑	❑	Implemented the maze, as laid out in the image above or in the Pacman game.
☑	❑	**Allow Pacman to create temporary <u>Portals</u> in the walls of the maze.**
☑	❑	Implemented four types of enemy ghosts, Blinky, Pinky, Inkey, and Clyde, that *cooperatively* chase Pacman and try to eat him. Also implemented their AIs.
☑	❑	Implemented our hero, Pacman, who runs through the maze trying to eat as many points, power pills, and fruits as he can without getting eaten by the ghosts.
☑	❑	Created the images of the ghosts, Pacman, Maze, ghost point values, fruits with an Image editor, such as Inkscape or Gimp, and implemented them.
☑	❑	Created the animations using an image editor, and implemented them.
☑	❑	Implemented multiple levels, of increasing difficulty, once Pacman has successfully eaten all power points and power pills in a level.
☑	❑	Used Audacity to record the music and game sounds, and implemented them.
☑	❑	Implemented the A* algorithm for ghosts to chase Pacman.
☑	❑	Implemented variations on A* for each type of ghost.
☑	❑	Project directory has been compressed, and submitted to Canvas by EACH team member.

Comments on your submission

Pacman is controlled using WASD for movements, and Left and Right click for placing portals.