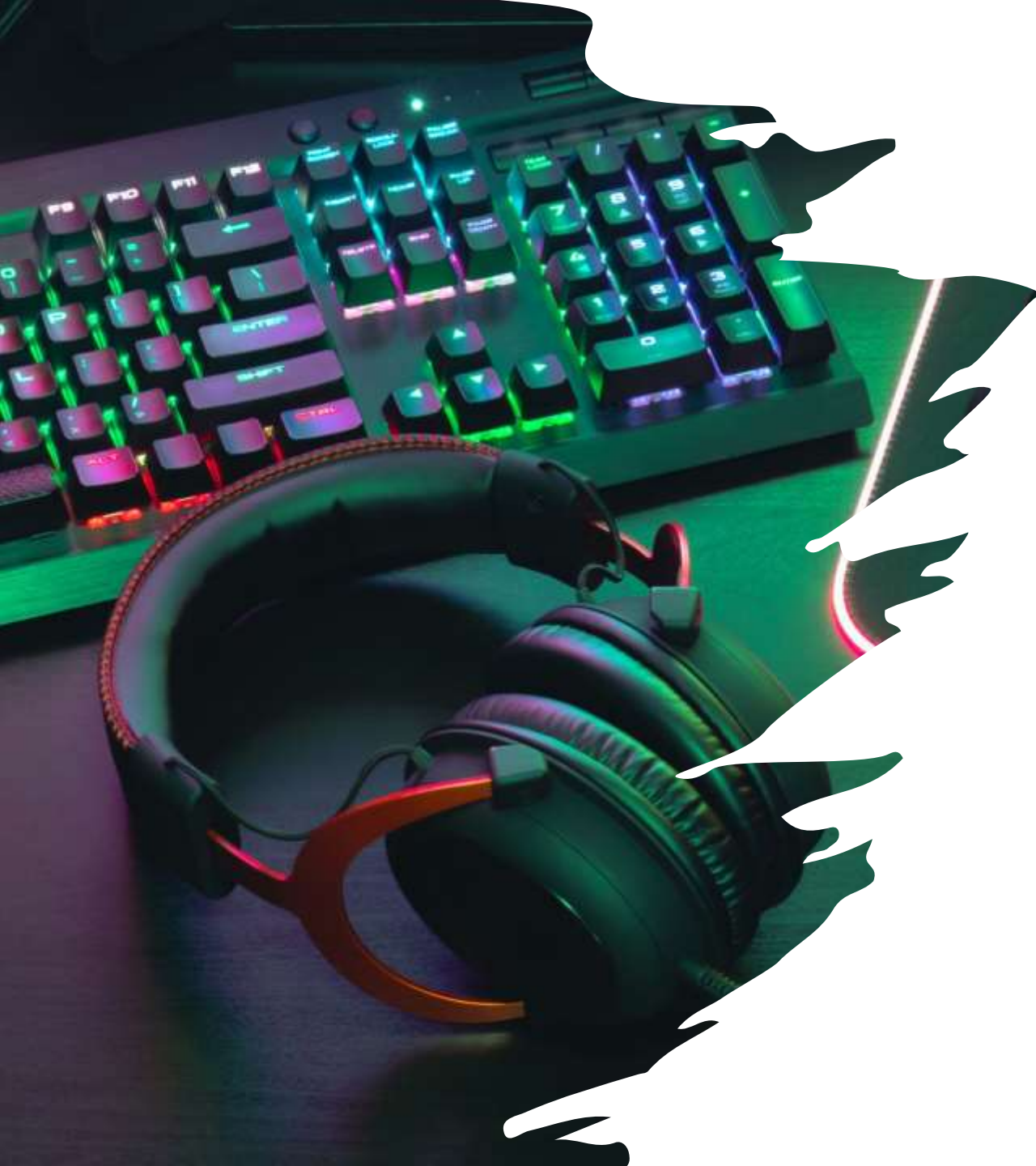


Pac-Man

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BEE 14B

40919





Introduction

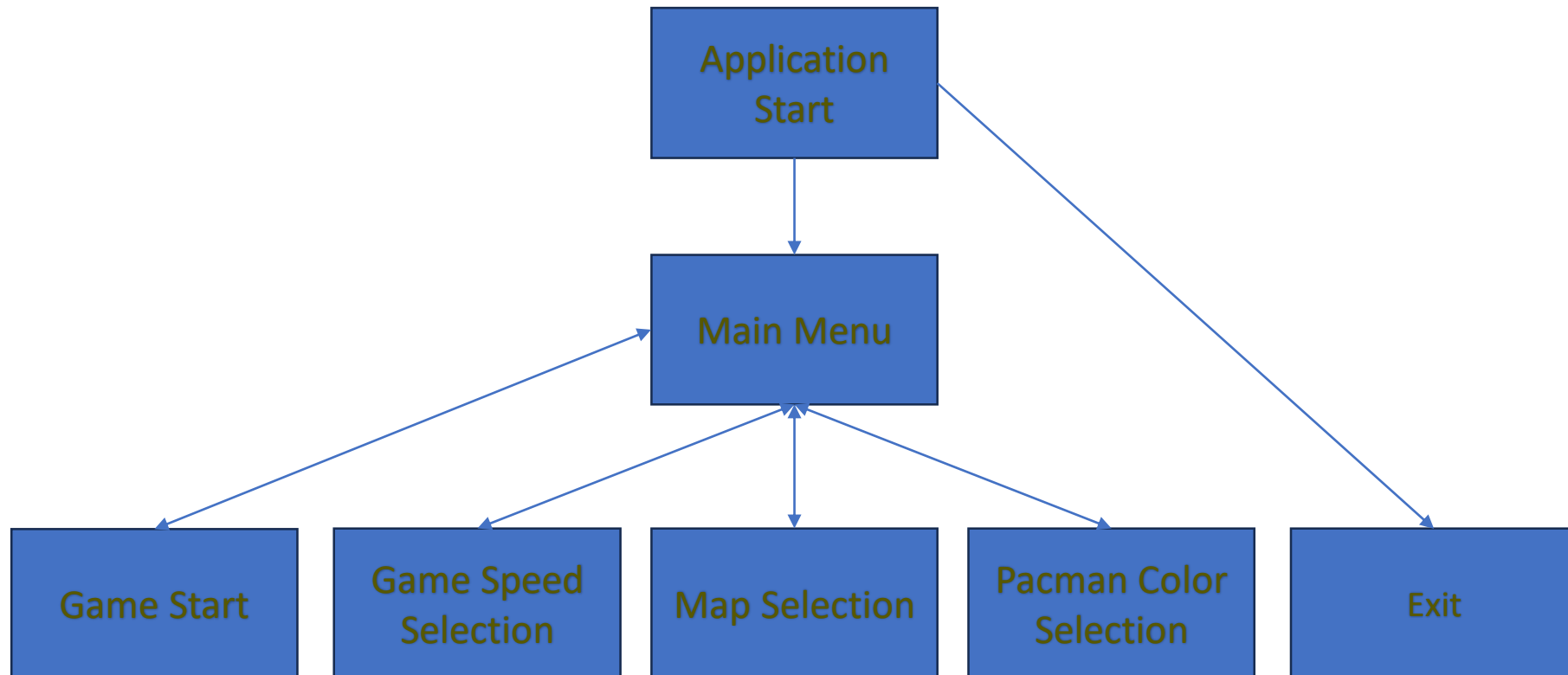
- Welcome to my immersive journey into the world of Pacman, where classic arcade gaming meets modern Object-Oriented Programming! In this project, we have leveraged the power of C++ and the Simple and Fast Multimedia Library (SFML) to recreate the iconic Pacman experience.
- My project is not just a replication of the original Pacman; it's a revival that showcases the principles of Object-Oriented Programming. I have carefully designed and implemented classes, access specifiers, constructors, header files, and file handling to capture the essence of Pacman's game dynamics.



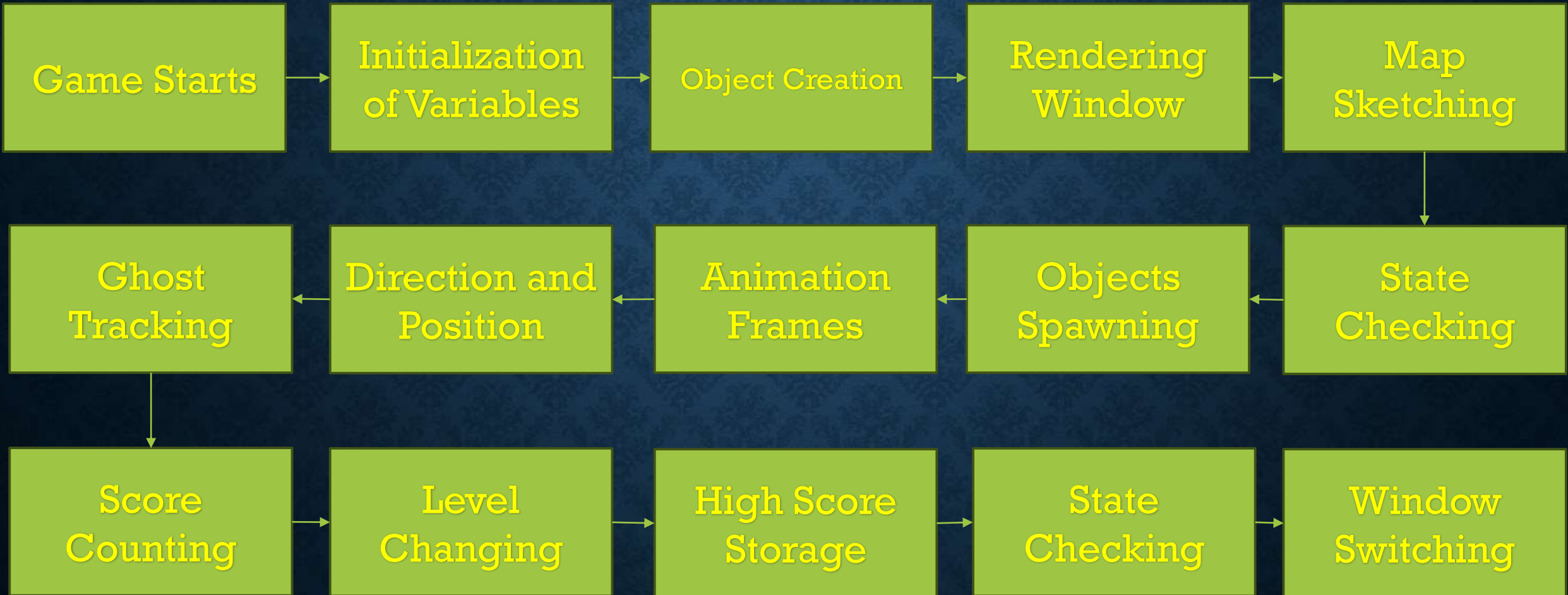
Additional Features

- Background Music
- Main Menu
- Changeable Game Speed
- Different Maps
- Changeable Pacman Color
- Score and High Score

Game UI



GAME LOGIC



SFML

C++ Library

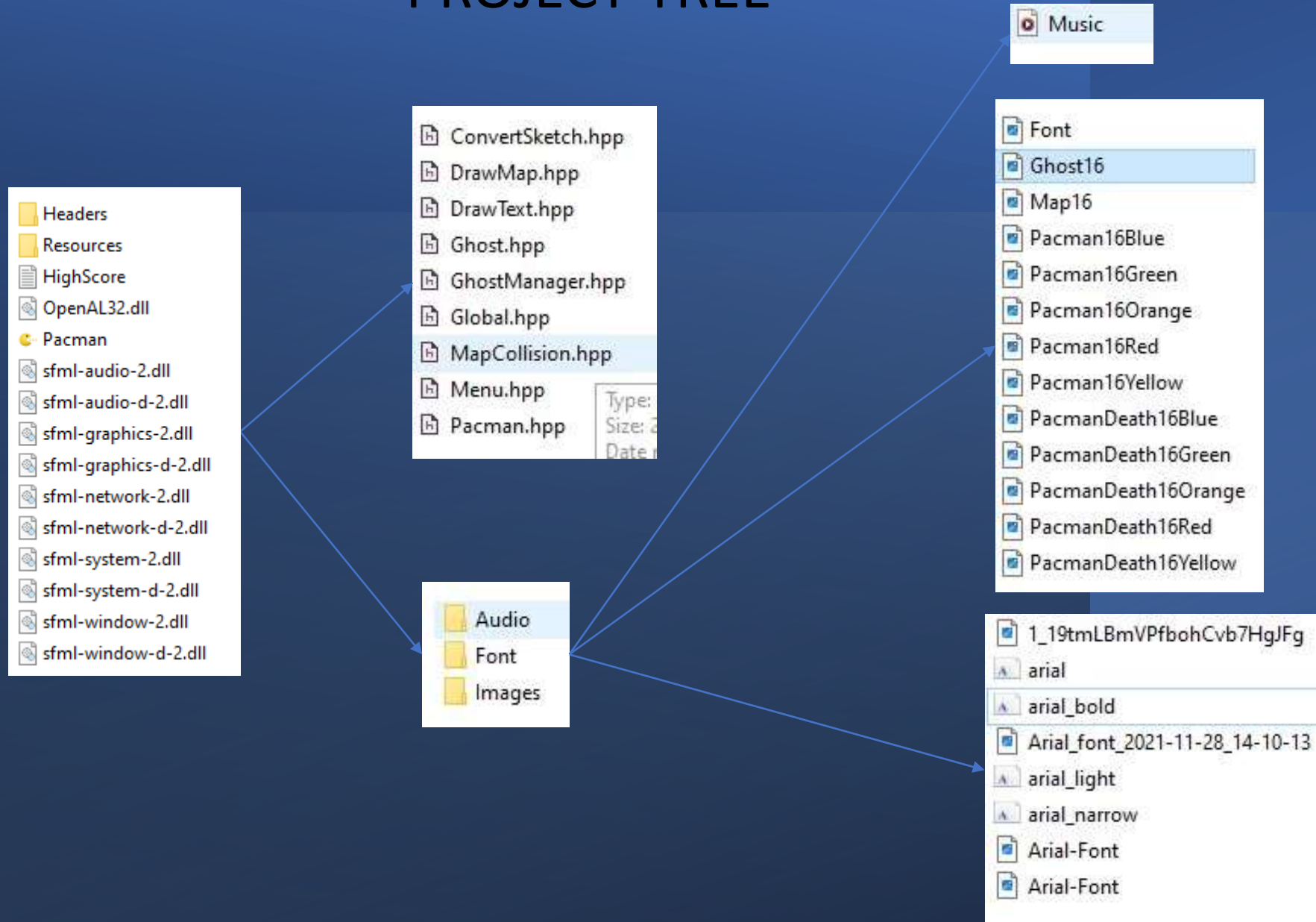
Cross-Platform Compatibility

Graphics and Multimedia

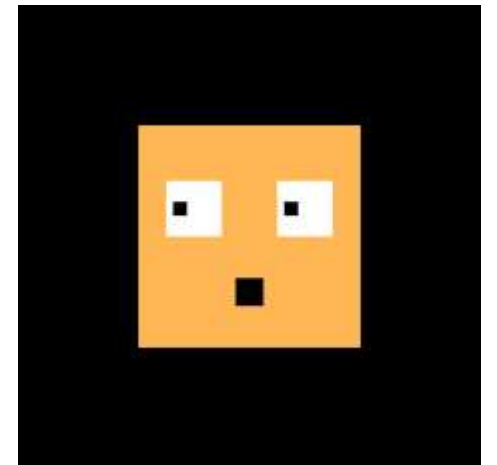
Ease of Use

Active Community Support

PROJECT TREE



GitHub Link and References



Live Demo

Now Time for A live Demo of Pacman

