



Introduction

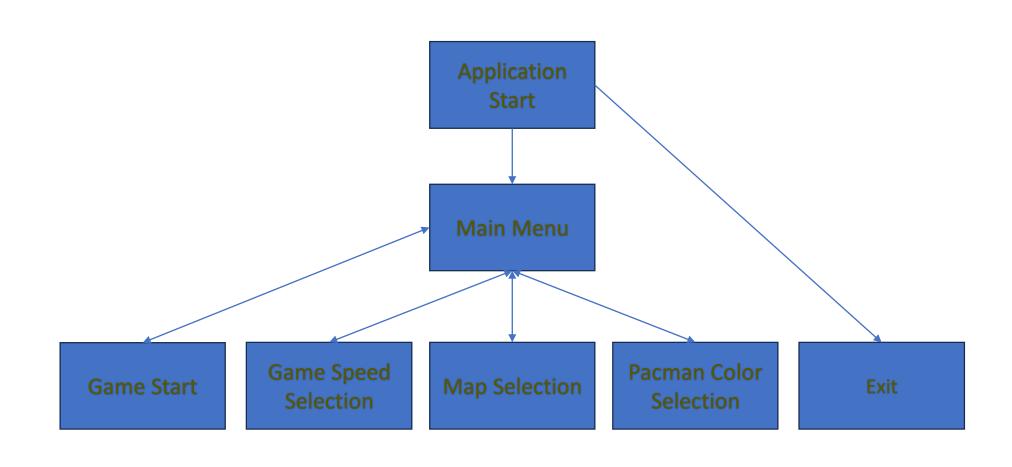
- Welcome to my immersive journey into the world of Pacman, where classic arcade gaming meets modern Object-Oriented Programming! In this project, we have leveraged the power of C++ and the Simple and Fast Multimedia Library (SFML) to recreate the iconic Pacman experience.
- My project is not just a 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

- Headers
- Resources
- HighScore
- OpenAL32.dll
- C- Pacman
- sfml-audio-2.dll
- sfml-audio-d-2.dll
- sfml-graphics-2.dll
- sfml-graphics-d-2.dll
- sfml-network-2.dll
- sfml-network-d-2.dll
- sfml-system-2.dll
- sfml-system-d-2.dll
- sfml-window-2.dll
- sfml-window-d-2.dll

- DrawMap.hpp
- □ DrawText.hpp
- Ghost.hpp
- Global.hpp
- MapCollision.hpp
- Menu.hpp
- 🖹 Pacman.hpp

Type: Size: 2

Audio
Font



- Font
- Ghost16
- Map16
- Pacman 16Blue
- Pacman16Green
- Pacman160range
- Pacman16Red
- Pacman16Yellow
- PacmanDeath16Blue
- PacmanDeath16Green
- PacmanDeath16Orange
- PacmanDeath16Red
- PacmanDeath16Yellow
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GitHub Link and References





