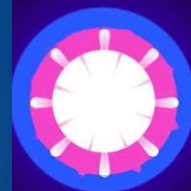
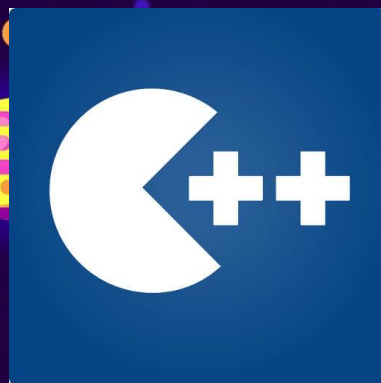


PACMAN



IN



1

## INTRODUCTION

---

Iwatani wanted to create a game that could appeal to women as well as men, because most video games of the time had themes of war or sports.

2

## Hardware & Software Requirements

---

Processor, Ram, Hard Disk Drive, Graphics Memory, Os, Graphics, Programming Language.

3

## HISTORY

---

The classic and enormously popular Pac-Man video game came out in Japan on May 21, 1980, and by October of that year it was released in the United States.

4

## Header Files Included

---

```
#include<stdio.h>
#include<conio.h>
#include<iostream.h>
```

5

## SOURCE CODE

---

158 Line Code For Pacman

6

## OUTPUT

---

Output Screen  
Game Over Screen  
Finishing Screen

# INTRODUCTION

PAC



MAN

The development of the game began in early 1979, directed by Toru Iwatani with a nine-man team. Iwatani wanted to create a game that could appeal to women as well as men, because most video games of the time had themes of war or sports.





# HARDWARE REQUIREMENT

COMPONENTS	REQUIREMENTS
Processor	Intel® Pentium® 2.16GHz
Ram	2 GB
Hard Disk Drive	1.6 GB
Graphics Memory	775 MB

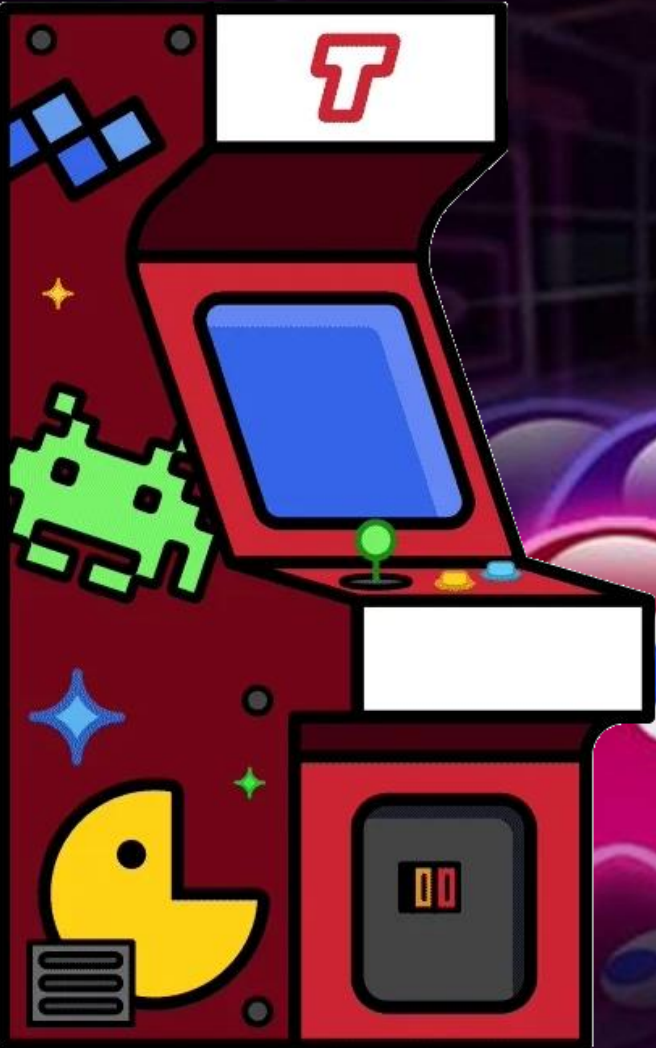
# SOFTWARE REQUIREMENT

COMPONENTS	REQUIREMENTS
Os	64-bit operating system
Graphics	Intel® HD Graphics
Programming Language	C++



# HISTORY

The classic and enormously popular Pac-Man video game came out in Japan on May 21, 1980, and by October of that year it was released in the United States. The yellow, pie-shaped Pac-Man character, who travels around a maze trying to eat dots and avoid four hunting ghosts, quickly became an icon of the 1980s.





## All About Pacman

Pac-Man was designed by video game engineer Toru Iwatani and released in 1980 to adoring audiences. The game sold more than 100,000 units in its first year in the United States and was named the world's most successful coin-operated video game by Guinness World Records in 1981.

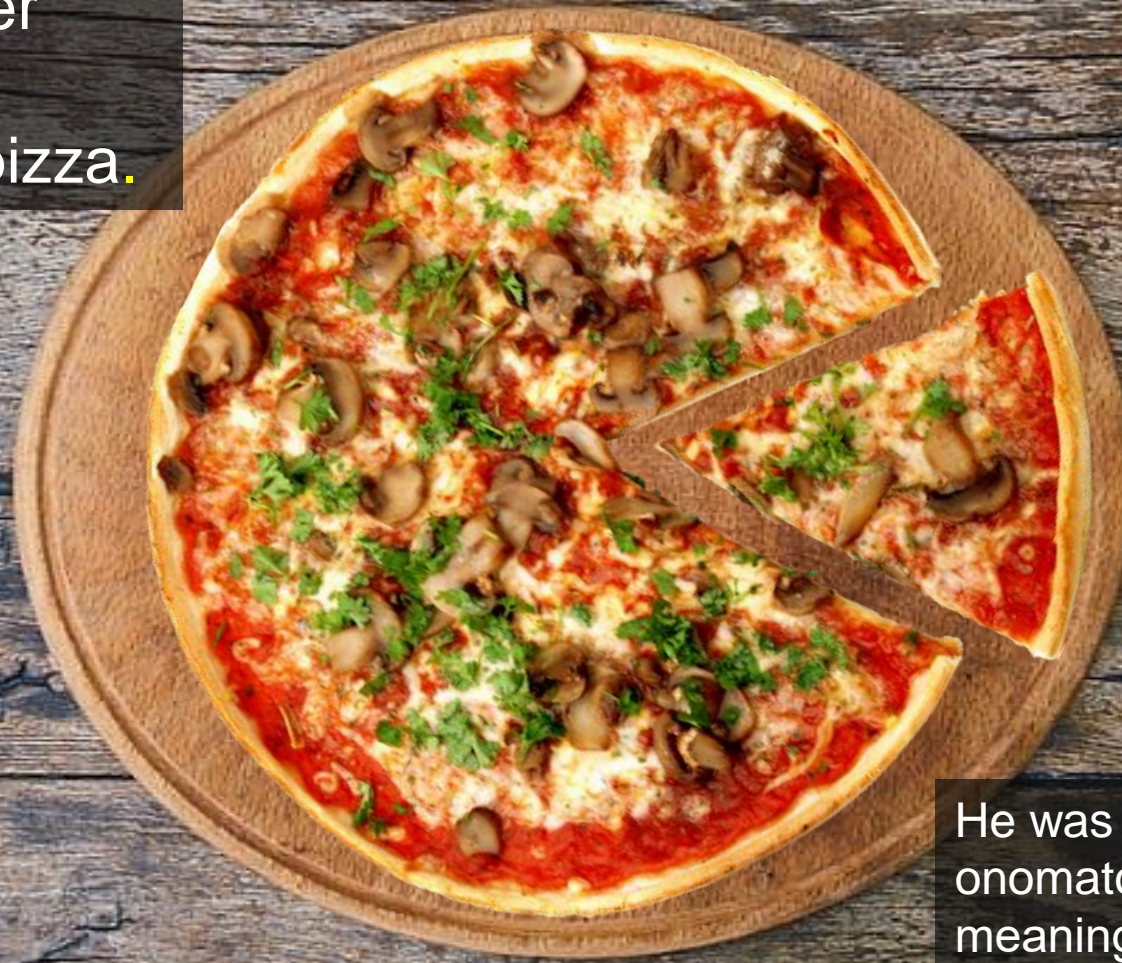
### Pac man Stand For

P.A.C. Program and Control. He's Program and Control Man.



# What Inspired Pac Man

The idea for the character came to him when he removed a slice from a pizza.



He was also partly inspired by the onomatopoeic phrase paku paku meaning “chomp chomp” and the kanji symbol for the word taberu meaning “to eat”



# #include<Header\_Files\_Included.h



H

#include<stdio.h>

The header file for Standard Input Output.



H

#include<conio.h>

Perform console input and console output operations like clrscr() to clear the screen and getch() to get the character from the keyboard.



H

#include<iostream.h>

Used as a stream of input and output.



# SOURCE CODE

```
1 #include<iostream>
2 #include<conio.h>
3 using namespace std;
4 int main() {
5
6     string arr[15][15];
7     int x,y;
8     int n=1,m=1;
9     char move;
10    int score = 0;
11
12    for(x=0;x<15;x++){
13        for(y=0;y<15;y++){
14            {
15                cout<<arr[x][y];
16            }
17        }
18    }
19
20    for(x=0;x<15;x++){
21        for(y=0;y<15;y++){
22            {
23                if(x==0 || x==14) {
24                    arr[x][y]="#";
25                }
26                else if(y==0 || y==14) {
27                    arr[x][y]="#";
28                }
29                else if(x==5 && y>2 && y<10) {
30                    {
31                        arr[x][y]="#";
32                    }
33                }
34                else if(x==9 && y>2 && y<10) {
35                    {
36                        arr[x][y]="#";
37                    }
38                }
39                else if(y==9 && x>2 && x<10) {
40                    {
41                        arr[x][y]="#";
42                    }
43                }
44                else if(y==12 && x>2 && x<10) {
45                    {
46                        arr[x][y]="#";
47                    }
48                }
49                else if(y==1 && x>6 && x<10) {
50                    {
51                        arr[x][y]="#";
52                    }
53                }
54                else {
55                    arr[13][12]="O";
56                    arr[x][y]=".";
57                }
58            }
59            arr[n][m]="C";
60            cout<<"\t\t\tScore: "<<score;
61            cout<<endl;
62            for(x=0;x<15;x++){
63                for(y=0;y<15;y++){
64                    {
65                        cout<<arr[x][y]<<" ";
66                    }
67                }
68                cout<<endl;
69            }
70        }
71    }
72 }
```



# OUTPUT SCREEN

```
"E:\Tarun\C\My Project\pacman.exe"
Score: 23
# # # # # # # # # # # # # #
#
# . . . . . . . . . . . . . #
# . . . . . . . . . . . . . #
# . . . . . . . . . . . . . #
# . . # # # # # # # # # # . #
# . . . . . . . . . . . . . #
# . . . . . . . . . . . . . #
# # . . . . . . . . . . . . #
# # . . . . . . . . . . . . #
# # . . . . . . . . . . . . #
# # . # # # # # # # . . . . #
# . . . . . . . . . . . . C . #
# . . . . . . . . . . . . . #
# . . . . . . . . . . . . . #
# . . . . . . . . . . . . 0 . #
# # # # # # # # # # # # # #
Enter move:
```





*Thank  
You*