**SPL1 Project Proposal Form, 2022**

**Institute of Information Technology (IIT)**

**University of Dhaka**

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| **Student’s Name:** | Imamul Hossain Rafi | | |
| **Student’s Roll:** | **1323** | **Phone:** | **01568271071** |
| **Project Description:**  Pac-Man is a maze chase video game; the player controls the eponymous character through an enclosed maze. The objective of the game is to eat all of the dots placed in the maze while avoiding the ghosts that pursue Pac-Man. When Pac-Man eats all of the dots, the player wins.  If Pac-Man is caught by a ghost, he will lose a life; the game ends when all lives are lost.  In this project I will try to build a console based simple Pac-Man game in C/C++, without any game engine. The program will allow the players to make their moves. Each time a user attempt to play the game, there will be a record of his score within a particular logger file. At the end of the program, the score(win/defeat) will be shown with a particular message on the screen. | | | |
| **Languages or Tools to be used:**  *C, C++, Git, Github* | | | |
| **Supervisor’s Name: \_**Mohammad Shafiul Alam Khan**\_\_\_\_\_\_**  **Signature of the supervisor: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**  **Date: \_04-01-2023\_\_\_\_\_\_** | | | |