Pac Man Homework Week of 10-22-24

* Create or reuse Jon’s graphics for Pacman and walls. Decide approach for square background color. Consider using diff graphics for each Pacman based on direction.
* Consolidate your main program logic into a high-level list of function calls (Like a “Driver” function). The guts of your program should fit on one visible page.
* Finish any walls logic. Either hard-code a wall configuration or create a random patter. Note you may block in Pacman in a random pattern.
* Add logic for pellets. Any starting square without a wall should have a pellet. Use the same approach for pellets as walls (large array of 0 for no pellet and 1 for pellet)
* Read the W3 Schools Javascript pages for the setInterval and clearInterval functions. We’ll use these to manage the ghosts.
* Create a single ghost that gets spawned on a safe square (no wall, no pacman). The ghost’s id can be it’s position in the ghost array. Then move the ghost randomly around the board for now. They key to this is sending a parameter (The ghosts id) to the setInterval function. Then, each time the function gets called, it knows which ghost called it and can then move that ghost.

Intermediate Coding Homework 10-15-24

* Update checkKey function:

function checkKey(evt)

{

var oldCurr = current;

if (resolvePacMan(evt.keyCode, current))

redrawBoard(oldCurr, current);

}

* Update initialization code:

const FAIL = 0;

const SUCCESS = 1;

var walls = new Array;

document.onkeydown = checkKey;

// Initialize game components

buildWalls();

drawInitialBoard();

* Build out wall logic and test pacman on various wall configurations (test each arrow direction into a wall)
* Update graphics for pac man and walls