Description of the project

Idea

A collection of the most known old arcade games: Pacman, Tetris, Pong etc. I will focus mainly on the Pacman clone during this period. If I get it quickly done I'll extend with some other game.

I'll build the games around the LWJGL (Light Weight Java Game Library) package, for OpenGL support. This will allow for higher frame rates and shading effects. Because I'm making old 2D games, I can do most of the things with simple quads, so it will not be that hard to achieve nice results.

I have also thought about the possibility for users to add their own extensions to the game by easily extending the Game class and placing their project inside a game folder in the installation directory. Then the game loader would find the instance and add it to the list of game instances.

Users

One player (for now, have no intends yet to make it multiplayer).