

Nick, Alie, Katie, Mehdi, Mas (Team 20)
8/2 Presentation

Meet the Team



Nick
 Alie
 Katie
 Mehdi
 & Mas

N
 A
 K
 MM=M²



Mas



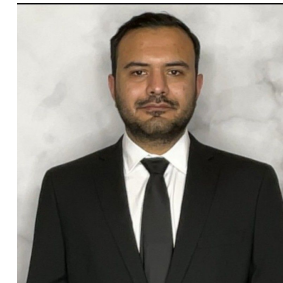
Nick



Alie



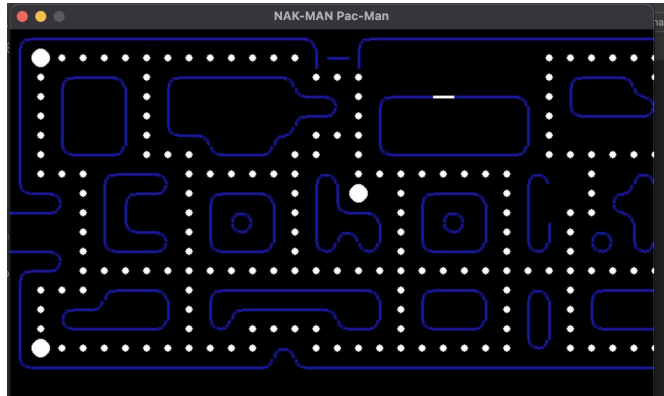
Katie



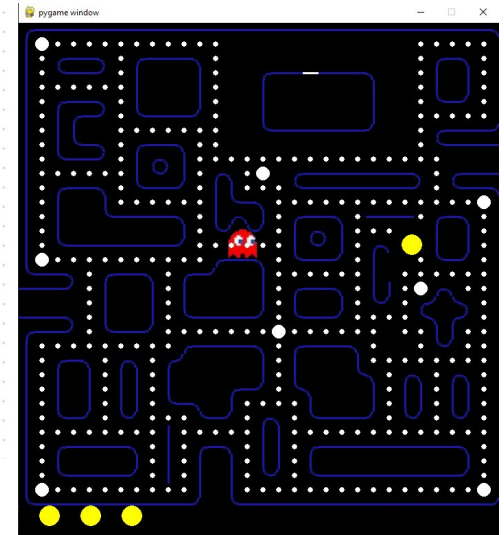
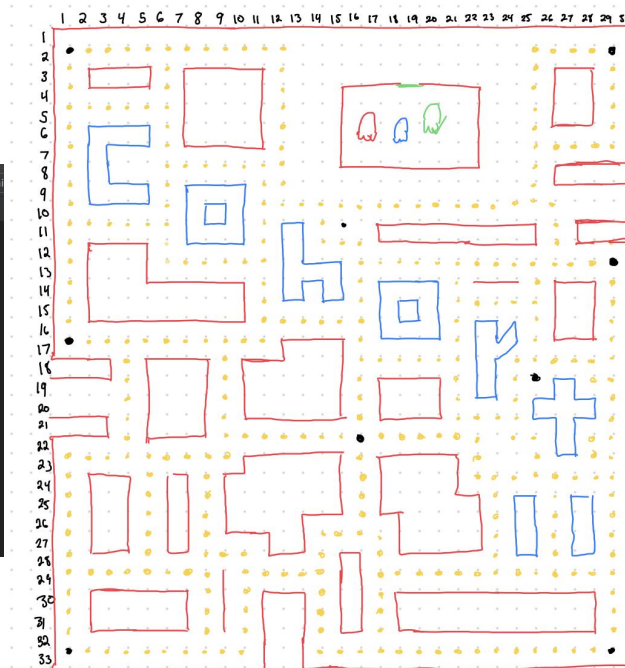
Mehdi



Alie



- ❖ Custom Game Board
- ❖ Size
- ❖ Make teleports across from each other
- ❖ Color



Katie

- Start Menu
- Game Over Screen
- Pac Man Lives
- Pac Man Teleports

```

Katie F
def lose_life(self):
    if self.lives == 1:
        self.lives = 0
        self.state = State.GAMEOVER
    else:
        self.lives -= 1
        self.restart_level()

Katie F
def draw_lives(self):
    i = PACMAN_SIZE/2
    for life in range(self.lives):
        pygame.draw.circle(self.screen, YELLOW,
            i += PACMAN_SIZE * 2

```

```

def draw_start_menu(self):
    if self.state == State.START:
        self.screen.fill(BLACK)
        title_font = pygame.font.Font('CrackMan.TTF', 75)
        title = title_font.render('Nak-Man', True, YELLOW)
        button_font = pygame.font.SysFont('impact', 32)
        start_button = button_font.render('Press Space to Start', True, YELLOW)
        self.screen.blit(title, (SCREEN_WIDTH/2 - title.get_width()/2, SCREEN_HEIGHT/4))
        self.screen.blit(start_button, (
            SCREEN_WIDTH/2 - start_button.get_width()/2, SCREEN_HEIGHT/2 + start_button.get_height()/2))
        pygame.display.flip()

```

```

Katie F +1
def draw_game_over_screen(self):
    if self.state == State.GAMEOVER:
        title_font = pygame.font.SysFont('impact', 48)
        title = title_font.render('Game Over', True, YELLOW)
        button_font = pygame.font.SysFont('impact', 32)
        restart = button_font.render('P - Play Again', True, YELLOW, BLACK)
        quit_button = button_font.render('Q - Quit', True, YELLOW, BLACK)
        self.screen.blit(title, (SCREEN_WIDTH/2 - title.get_width()/2, SCREEN_HEIGHT/2 - title.get_height()/2))
        self.screen.blit(restart, (
            SCREEN_WIDTH / 2 - restart.get_width() / 2, SCREEN_HEIGHT / 2 + res
        self.screen.blit(quit_button, (
            SCREEN_WIDTH / 2 - quit_button.get_width() / 2, SCREEN_HEIGHT / 2 +
            quit_button.get_height()))
        pygame.display.flip()

```

```

Katie F
class State(Enum):
    START = 1
    GAME = 2
    GAMEOVER = 3

```

```

if game.state == State.GAMEOVER:
    game.draw_game_over_screen()
    key = pygame.key.get_pressed()
    if key[pygame.K_p]:
        self.start_level = True
        self.dots.clear()
        self.walls.clear()
        self.state = State.START
    if key[pygame.K_q]:
        self.running = False

```



Nick

Sounds implemented:

Created a Sound.py file.

Intro Audio wav file

Chomp wav file

Sounds Pending

Nak-Man death wave file

Eat Fruit wave file

Eat Ghost wave file

Bonus Sounds

Extra Nak-Man wave file

Intermission wave file

```

NKDavidson
def play_sound(sound_file):
    pygame.mixer.init()
    try:
        pygame.mixer.music.load(sound_file)
        pygame.mixer.music.play()
        while pygame.mixer.music.get_busy():
            continue
    except pygame.error:
        print(f"Error: Cannot play the sound file {sound_file}")

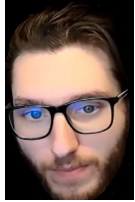
NKDavidson
def play_pacman_intro(): # Working in code
    sound_file = "sounds/pacman_beginning.wav"
    play_sound(sound_file)

NKDavidson
def play_pacman_eating(): # Working in code
    sound_file = "sounds/pacman_chomp.wav"
    play_sound(sound_file)

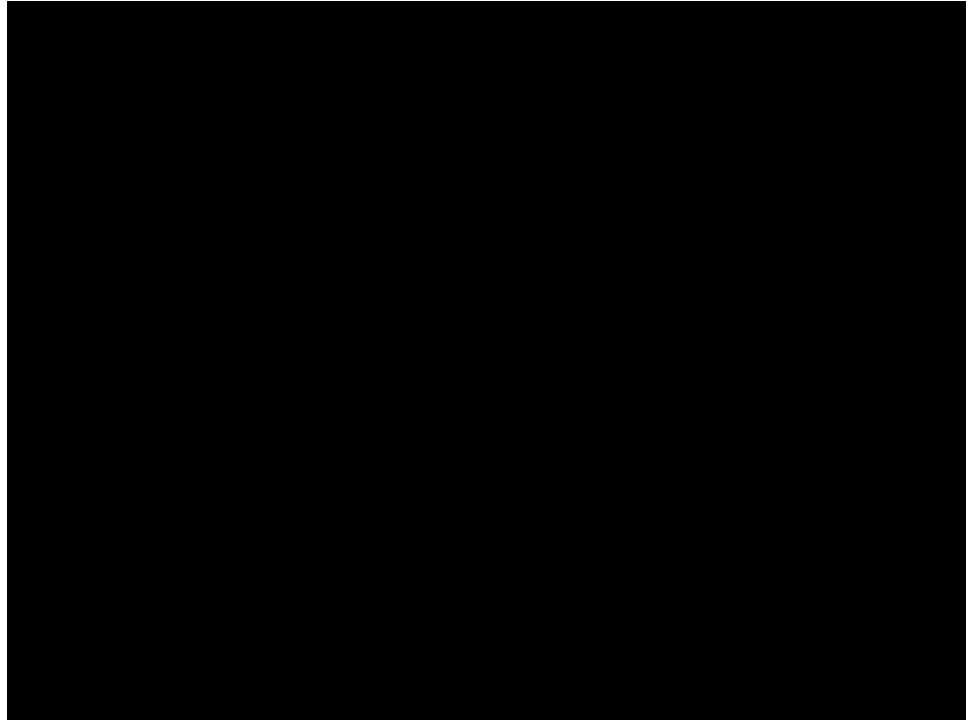
NKDavidson
```

Mas

Ghosts

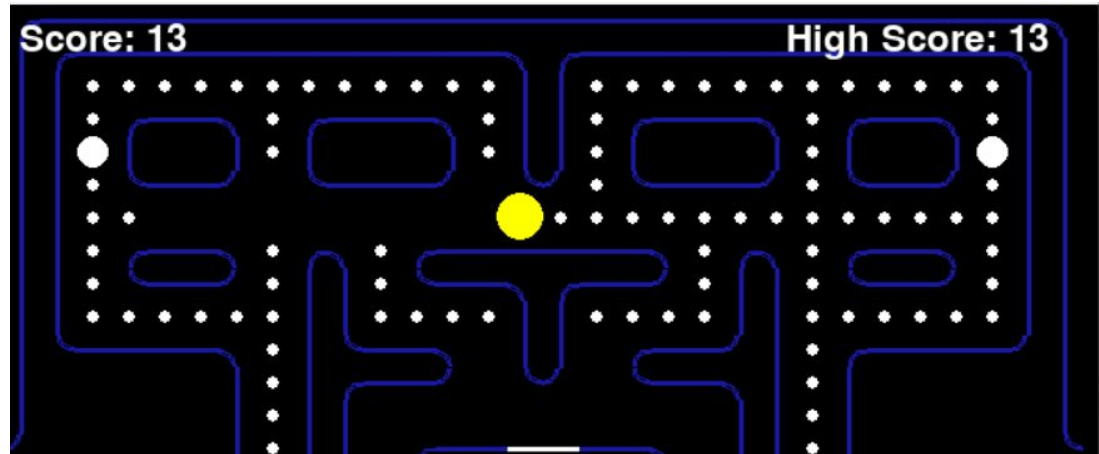


1. Adding animation once the player is moving.
2. Adding more ghosts (moving, in case of being eaten, and etc.)

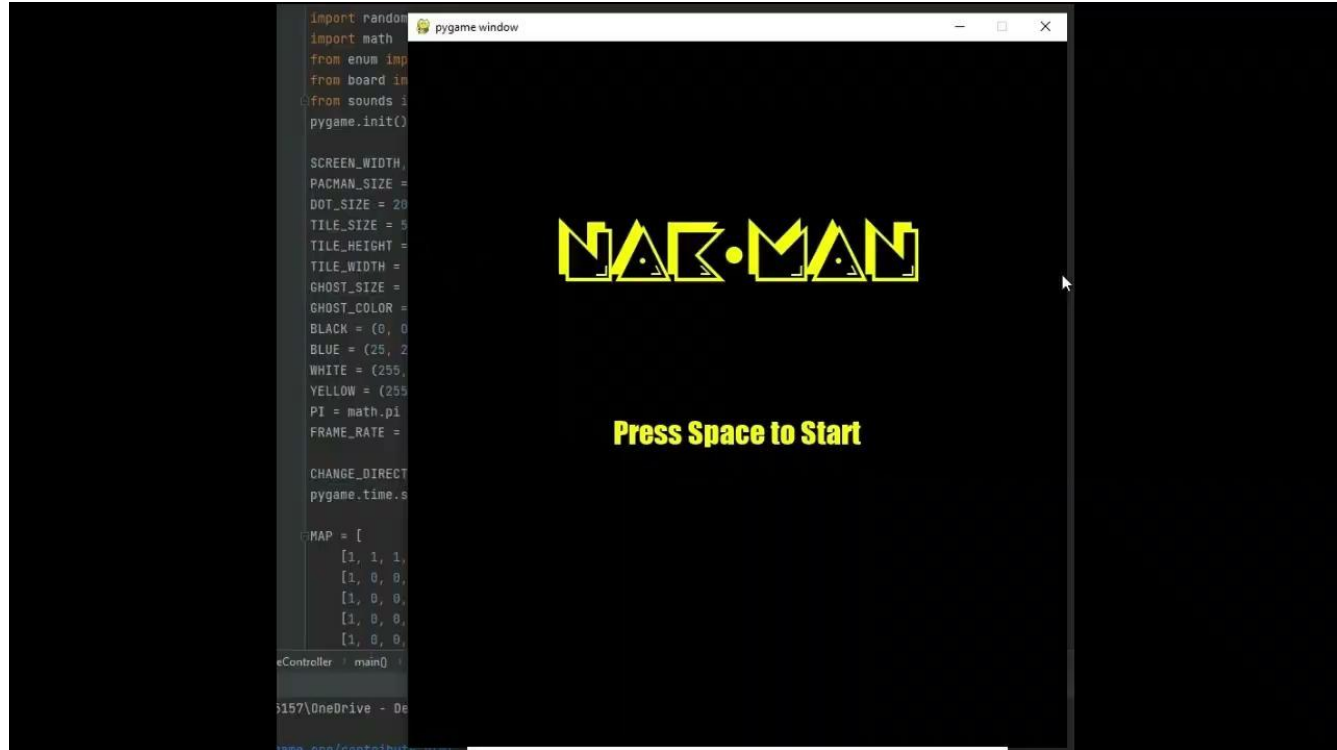


Mehdi

- High Scores
- Ghost movement



Game Demo



Questions?

GitHub: <https://github.com/KMFreerksen/NAK-MMan>