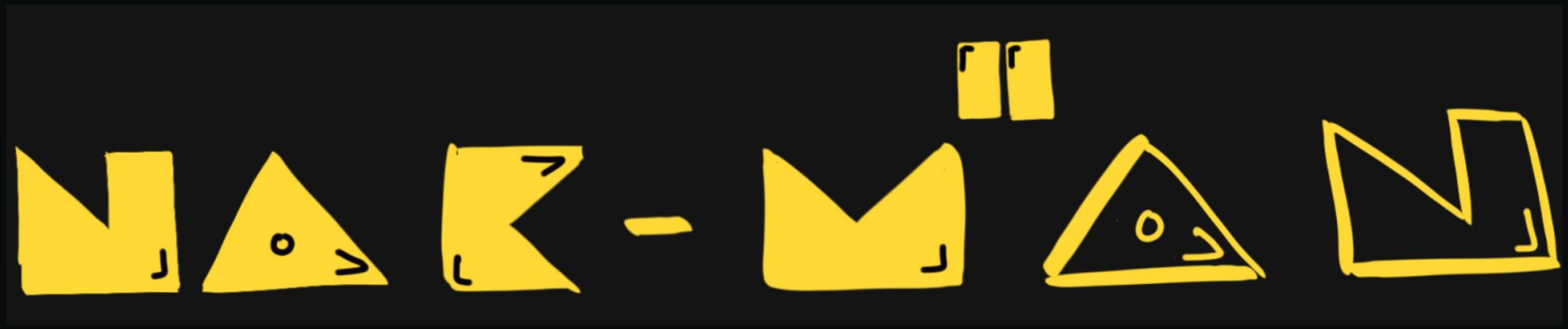

Nick, Alie, Katie, Mehdi, Mas (Team 20)

8/2 Presentation

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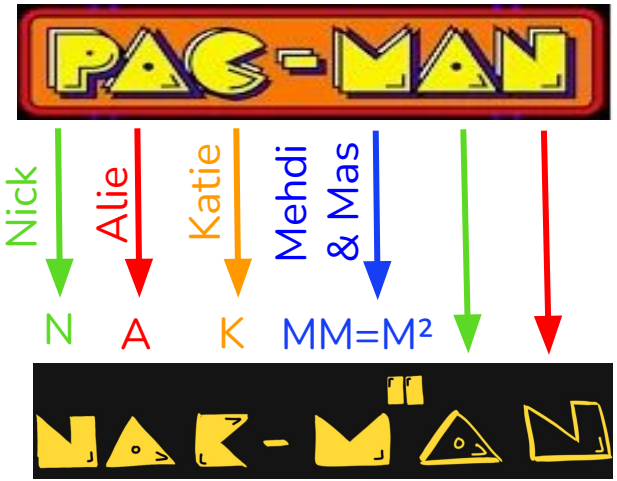
Meet the Team



Mas

Alie

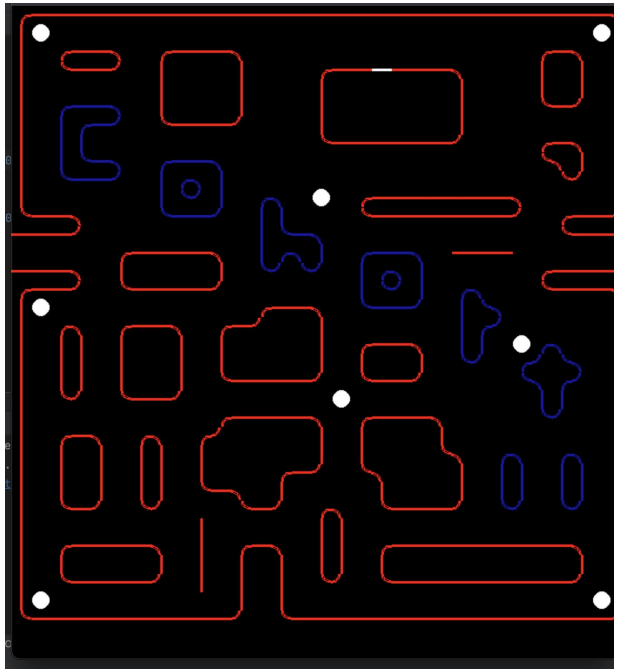
Katie

Nick

Mehdi

Alie

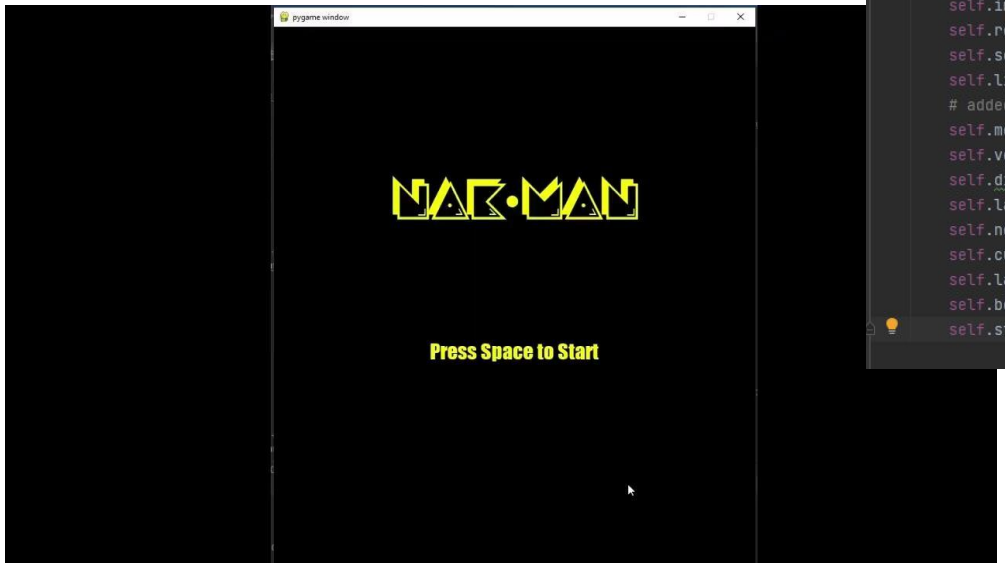
```
        if level[i][j] == 10:
            pygame.draw.line(screen, BLUE, (j * tile_width + (0.5 * tile_width), i * tile_height),
                             (j * tile_width + (0.5 * tile_width), i * tile_height + tile_height), 3)
        if level[i][j] == 11:
            pygame.draw.line(screen, BLUE, (j * tile_width, i * tile_height + (0.5 * tile_height)),
                             (j * tile_width + tile_width, i * tile_height + (0.5 * tile_height)), 3)
        if level[i][j] == 12:
            pygame.draw.arc(screen, BLUE, [(j * tile_width - (tile_width * 0.4) - 2), (i * tile_height +
                                                                                       (0.5 * tile_height)),
                                           tile_width, tile_height], 0, PI / 2, 3)
        if level[i][j] == 13:
            pygame.draw.arc(screen, BLUE, [(j * tile_width + (tile_width * 0.5)), (i * tile_height +
                                                                                   (0.5 * tile_height)),
                                           tile_width, tile_height], PI / 2, PI, 3)
        if level[i][j] == 14:
            pygame.draw.arc(screen, BLUE,
                            [(j * tile_width + (tile_width * 0.5)), (i * tile_height - (0.4 * tile_height)),
                             tile_width, tile_height], PI, 3 * PI / 2, 3)
        if level[i][j] == 15:
            pygame.draw.arc(screen, BLUE,
                            [(j * tile_width - (tile_width * 0.4) - 2), (i * tile_height - (0.4 * tile_height)),
                             tile_width, tile_height], 3 * PI / 2, 2 * PI, 3)
```



- Finished Custom Game Board
- Made teleports across from each other
- Altered Color

Katie

- Movement Improvements
- Integrating code




```
class Player(pygame.sprite.Sprite):
    def __init__(self, x, y):
        super().__init__()
        self.pos = vec(x, y) * TILE_SIZE
        self.player_img = []
        self.packman_img_cycle = 0
        for i in range(1, 4):
            self.player_img.append(pygame.transform.scale(pygame.image.load(f'images/{i}.png'), (25,
        self.image = self.player_img[0]
        self.rect = self.image.get_rect(topleft=(self.pos.x, self.pos.y))
        self.score = 0
        self.lives = 3
        # added for movement
        self.move_buffer = 20
        self.vel = vec(0, 0)
        self.dirvec = vec(0, 0)
        self.last_pos = self.pos
        self.next_pos = self.pos
        self.current_frame = 0
        self.last_update = pygame.time.get_ticks()
        self.between_tiles = False
        self.starting_pos = vec(x, y) * TILE_SIZE
```

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

nick.davidson

```
def extra_lives(self):
    i = PACMAN_SIZE / 2
    for _ in range(self.player.lives):
        pygame.draw.circle(self.screen, YELLOW, (i + PACMAN_SIZE, SCREEN_HEIGHT - PACMAN_SIZE), PACMAN_SIZE / 2)
        i += PACMAN_SIZE * 2
```

```
if self.player.score >= 20 and self.player.score % 20 == 0:
    self.player.lives += 1
    self.player_lives += 1
    # self.player.score = 0
    self.sounds.play_extra_life()
```

Working on

Fruit images and code to spawn on a timer. Add points after eating fruit.

Mas

Problem updating my part late:

1. Finding which variables and functions related to my part
2. Defining new variables and functions
3. Changing my functions for compatibility

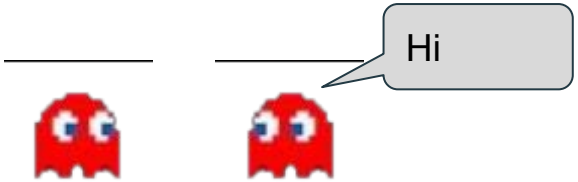
```
class Player:
    mim-masoud +3
    def __init__(self, x, y):
        self.rect = pygame.Rect(x, y, PACMAN_SIZE, PACMAN_SIZE)
        self.new_rect = self.rect
        self.starting_pos = (x, y)
        self.score = 0
        self.lives = 3

        self.x = x
        self.y = y
        self.player_img = []
        self.packman_img_cycle = PACKMAN_IMG_CYCLE
        self.direction = 0
        for i in range(1, 4):
            self.player_img.append(pygame.transform.scale(pygame.image.load(f'source/images/{i}.png'), (30, 30)))
```

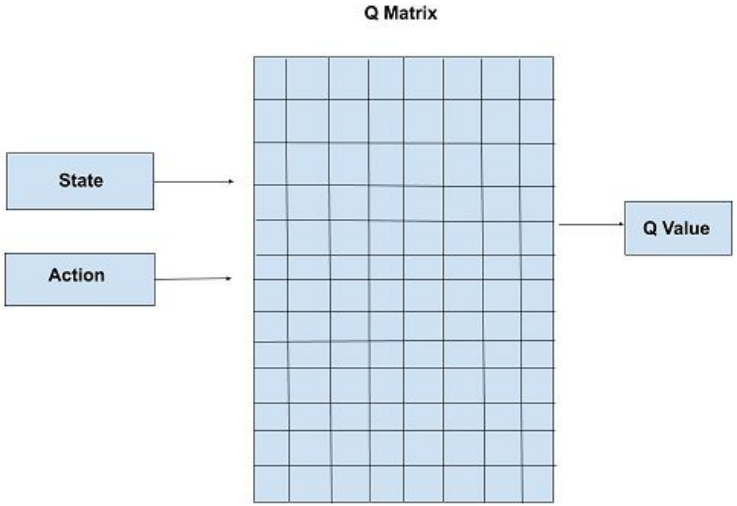
```
8 usages (6 dynamic)   mim-masoud
def draw(self, screen):
    self.screen = screen
    # direction definition: 0: right, 1: up, 2: left, 3: down
    if self.direction == 0:
        self.screen.blit(self.player_img[self.packman_img_cycle // 4], [self.rect.x, self.rect.y])
    if self.direction == 1:
        self.screen.blit(pygame.transform.rotate(self.player_img[self.packman_img_cycle // 4], 90),
                         [self.rect.x, self.rect.y])
    if self.direction == 2:
        self.screen.blit(pygame.transform.flip(self.player_img[self.packman_img_cycle // 4], True, False),
                         [self.rect.x, self.rect.y])
    if self.direction == 3:
        self.screen.blit(pygame.transform.rotate(self.player_img[self.packman_img_cycle // 4], -90),
                         [self.rect.x, self.rect.y])
```

```
8 usages (6 dynamic)   mim-masoud
def draw(self, screen):
    self.screen = screen
    # direction definition: 0: right, 1: up, 2: left, 3: down
    if self.direction == 0:
        self.screen.blit(self.player_img[self.packman_img_cycle // 4], [self.rect.x, self.rect.y])
    if self.direction == 1:
        self.screen.blit(pygame.transform.rotate(self.player_img[self.packman_img_cycle // 4], 90),
                         [self.rect.x, self.rect.y])
    if self.direction == 2:
        self.screen.blit(pygame.transform.flip(self.player_img[self.packman_img_cycle // 4], True, False),
                         [self.rect.x, self.rect.y])
    if self.direction == 3:
        self.screen.blit(pygame.transform.rotate(self.player_img[self.packman_img_cycle // 4], -90),
                         [self.rect.x, self.rect.y])
```

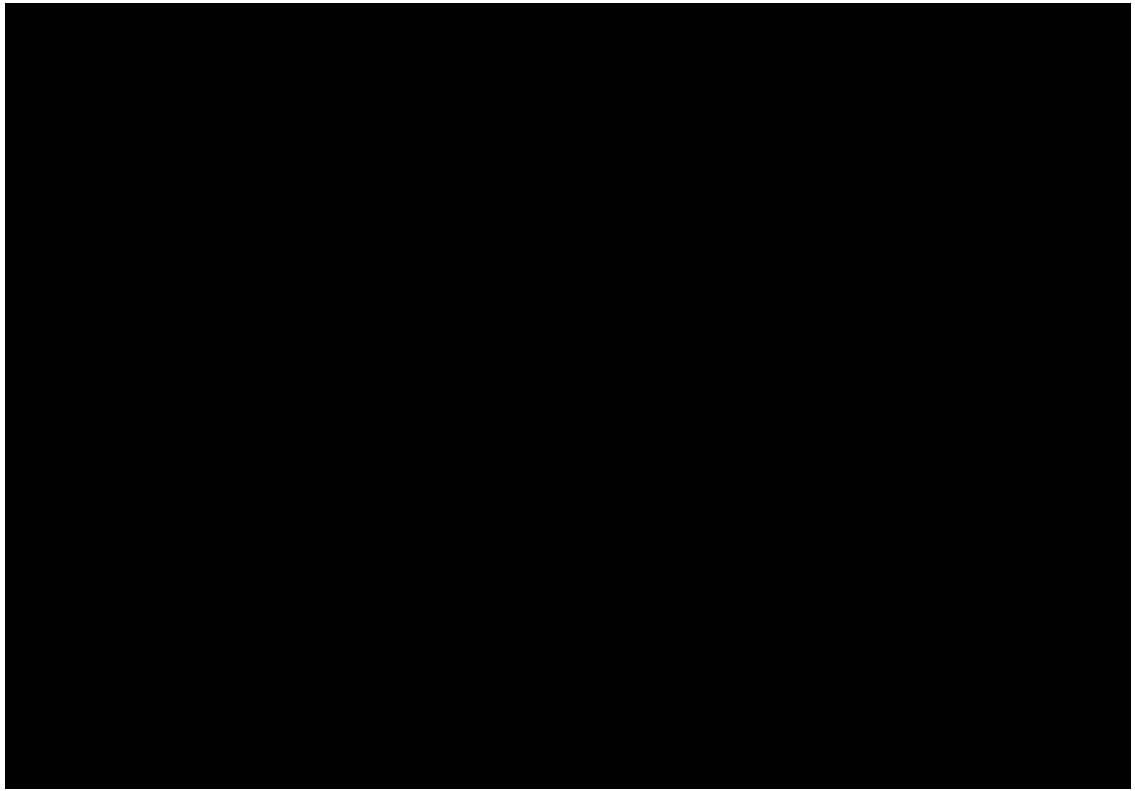
Mehdi

- Made ghost more intelligent
  - Recognizing walls
  - Recognizing each other
- Next week
  - Frightening mode
  - Tabu Search
  - RBF





Game Demo



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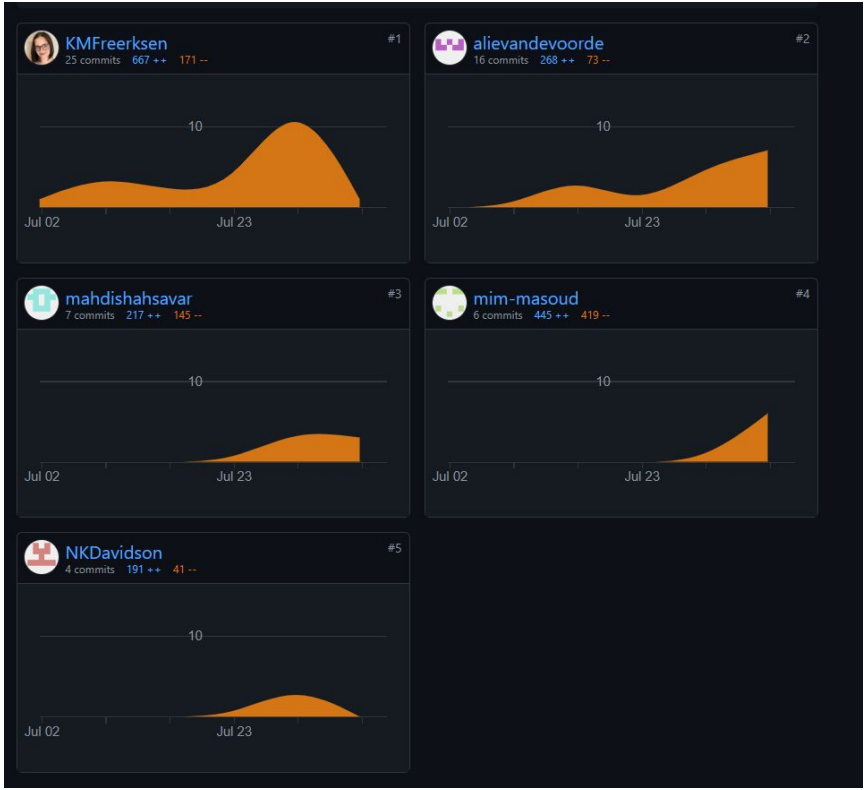
Questions?

linktr.ee/NAKMMan



Team 20 NAK-MAN

PAC-MAN