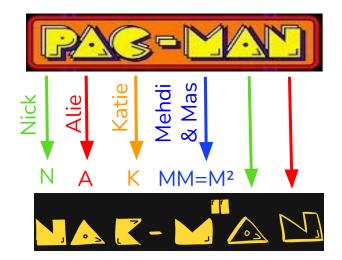


Nick, Alie, Katie, Mehdi, Mas (Team 20)
7/19 Presentation



Meet the Team





Mas

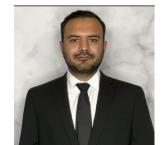


Nick



Alie





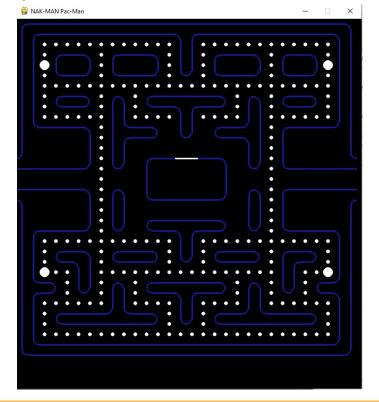
Mehdi











```
#∰ = left curve down, 8 = right curve up, # 9 = ghost gate
```









Katie

```
self.ascii_maze = [
    self.numpy_maze = []
def convert_maze_to_numpy(self):
       binary_row = []
                                                             pygame window
            if column == "X":
               binary_row.append(0)
```

```
game = Game()
level = Level()
for y, row in enumerate(level.numpy_maze):
    for x, column in enumerate(row):
        if column == 0:
            game.add_wall(Wall(x * BLOCK, y * BLOCK))
game.run()
```





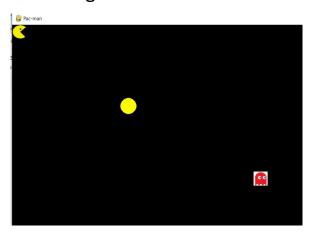




Nick

NSE talent

Sprites for PacMan and Ghost Testing









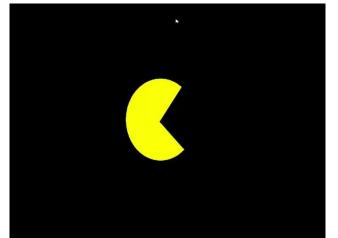


Mas







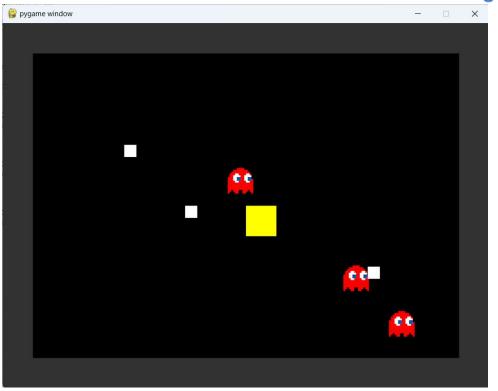


```
[1] 22
     23 def draw_player():
            if direction == 0:
                screen.blit(player_img[packman_img_cycle // 4], [player_x, palyer_y])
            if direction == 1:
                screen.blit(pygame.transform.rotate(player_img[packman_img_cycle // 4], 90), [player_x, palyer_y])
           if direction == 2:
                screen.blit(pygame.transform.flip(player img[packman img cycle // 4], True, False), [player x, palyer y])
            if direction == 3:
                screen.blit(pygame.transform.rotate(player_img[packman_img_cycle // 4], -90), [player_x, palyer_y])
     34 run = True
     35 while run:
            screen.fill('black')
            if packman_img_cycle < 11:</pre>
               packman img cycle += 1
               packman img cycle = 0
            draw player()
            for event in pygame.event.get():
                if event.type == pygame.QUIT:
                   run = False
               if event.type == pygame.KEYDOWN:
                   if event.key == pygame.K RIGHT:
                        direction = 0
                   if event.key == pygame.K UP:
                        direction = 1
                    if event.key == pygame.K_LEFT:
                        direction = 2
                   if event.key == pygame.K DOWN:
                        direction = 3
           pygame.display.flip()
     60 pygame.quit()
```



Mehdi

- Working on the collision
- Win and lose condition
- Define the borders











Game Demo





