

Final Project Bomb

Maggie Kinsella, Leslye Cleare, Abigail Noll



How?

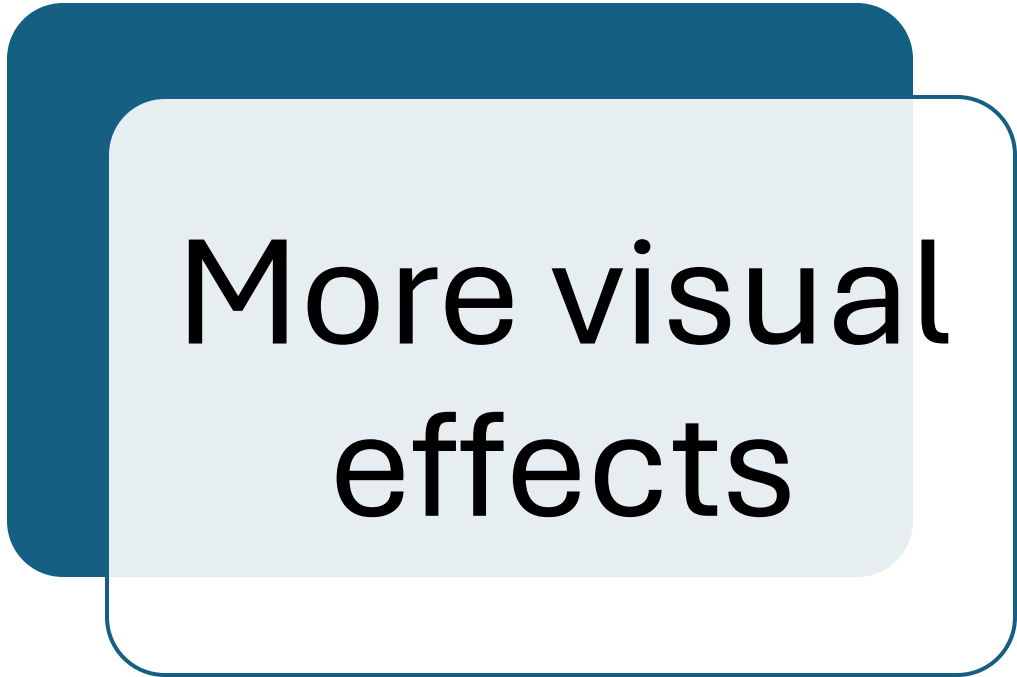
- When brainstorming themes for our bomb simulation, we knew we wanted an interactive game that would transport us back to our childhood, and we quickly settled on Pac-Man, combining nostalgia with engaging gameplay to make the exercise both fun and memorable.
-



What could we have done different?



Added
sound



More visual
effects

How does bomb work?

Introduction
phase- provides an
overview of bomb

Wires, toggles, and
button phases-
use manual to get
correct sequences

Pacman phase-
use keypad to play
Pacman game



What have you learned?

- How to effectively format a GUI
 - How to integrate one program into another to effectively use the bomb to run with GUI
-