Pac-Man Game

What is Pac-Man?

Pac-Man is a 1980 maze action video game developed and released by Namco for arcades. The original Japanese title of Puck Man was changed to Pac-Man for international releases as a preventative measure against defacement of the arcade machines by changing the P to an F.

The player controls Pac-Man, who must eat all the dots inside an enclosed maze while avoiding four colored ghosts. Eating large flashing dots called "Power Pellets" causes the ghosts to temporarily turn blue, allowing Pac-Man to eat them for bonus points.

The game was released in the U.S. by Midway. By 1981, approximately 250 million games of Pac-Man were being played in the U.S. each week on 100,000 Pac-Man machines. Since then, Pac-Man has been released on nearly every video game platform. On May 21, 2010, the Google Doodle even featured a playable version to mark the 30th anniversary of Pac-Man's release.

Introduction To My Home Project

I will make a fun PAC man game in visual studio using WPF and C# programming. I hope it will be a fun game to make inside of visual studio because I will use stock components of WPF and I will be using any third-party libraries (NuGet) to make this game.

I will custom code all of the elements inside of this game including the Pac man movements, wall collision, collision with ghosts and ghosts' movements. The main objective of this game is to collect all of the coins inside of it and avoid the ghosts.

We will create solid walls inside of this game so you will not be able to go over them in all 4 directions, so if the player is moving left and hits the
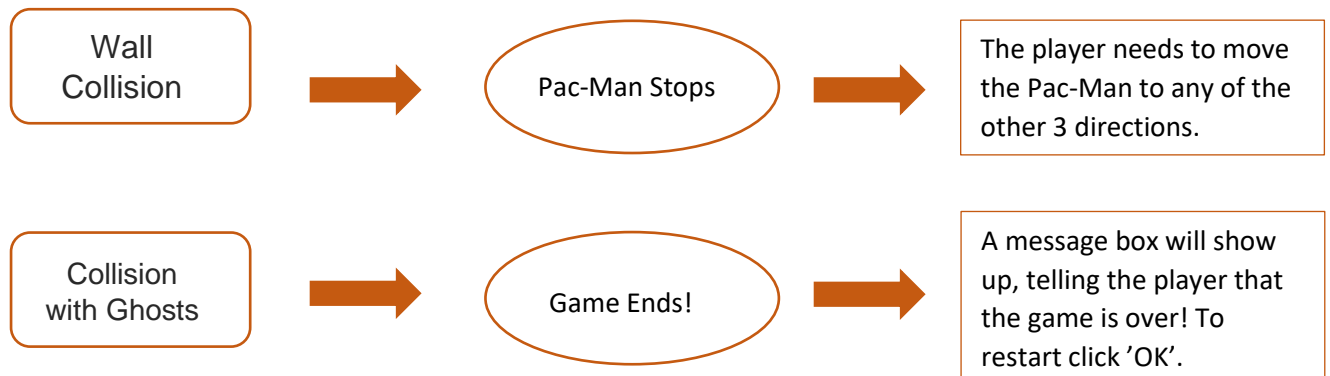
wall then it stop, if the player is moving right and hits the wall it stop and so on. Also you we will program the collision between the coins and the ghosts.

The drown figure below will explain more:

Movements:
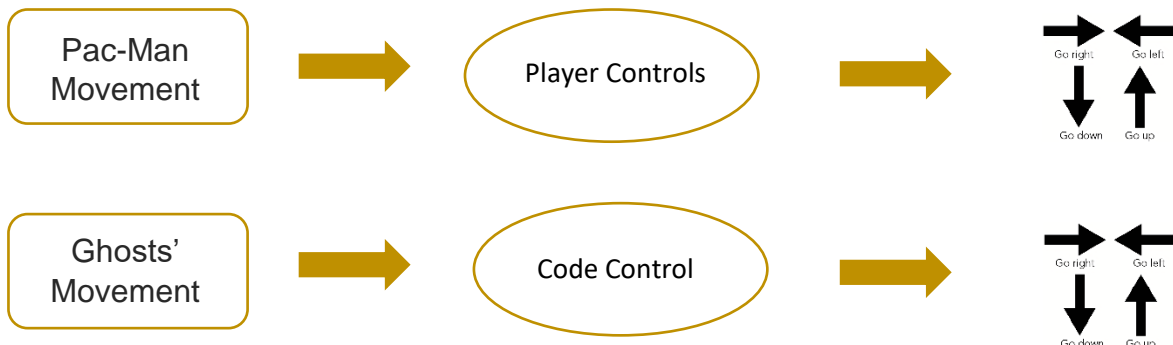
Collisions:

XML Appearance:

1. I will be using some images from Google and maybe some built-in shapes.
2. A Score Label: to calculate the number of coins eaten by Pac-Man.

Code:

I will use C# identify and interact with different ones through out the game, it will manage to deal with the movements as well as the collisions.

Winning:

The player wins if he\she finishes all the coins on the game, without any collision with the ghosts.

He\she will get a message box that says 'Congrats, You Won!'

Notes:

1. As I have not started coding, I can't provide more detailed information about the size of the game, if there will be a timer or no need, and other more features that I may add to the game.
2. I will try my best to use the materials we had on the lab occasions, when I need to search I will look for some more information on Google to reach the idea.

Manar Al-Absi