

Evaluation

To create the game of Pacman I followed a tutorial online, where it also gave me the maze and most of the sprites. From it, I made a game with movement and animation for both Pacman and the Ghost.

With Pacman, I found that it got stuck to thing frequently, so I had to get help on how I can make it better. The first version Pacman moved if a button was down the newer version as the button is pressed Pacman would get to the same direction until it hits a wall, or the direction is changed. The ghost was to follow a path now they use a path only to get out of there room then the select a random destination as they hit a wall.

From another tutorial, I was able to create a score count, a pause menu, spawning items at random time and more. Some of the there code had to be changed from the tutorial to follow with what I need and have.

Most of the problems of making this game were that some of the code is felt complicated and couldn't find a tutorial to follow, the random movement of the ghost. As for the rest of the code needed some time to think on how I could change it to fit on what I need as the tutorial did not use the same flow of work as each other or even what I did.