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Sp24 CS 445-01

Name your report: i.e., <Your Project Title> project progress report

Pac Man AI Project Progress Report  
2. Project status: currently on track, at risk, or off track; you also can estimate the percentage of work done out of total works

On track; 30%  
3. Project report summary: Write 2-3 sentences that briefly summarize what you have done so far

So far, we have reverse engineered the game Pac Man and have developed a way to build levels and have pre-loaded levels. We did watch a video on someone else implementing the game so we would have a good understanding on what is happening on the back end. We have also started more in depth talks on what specific AI algorithms we want to implement.   
4. Project milestones: List and explain more details about what you have done, what you are working on, and future works in chronological order, i.e., architecture design, class A design, code class A, B, etc.). You can attach date-time (start, finish, etc.) to each milestone. Also you can also make a note of the completion rate and the remaining % for each milestone.

First thing we set out to understand was how to develop using pygame and how that was able to be used for our project. We went and found a great tutorial on how that would be done and have been progressing through that video to set a playable state. We would estimate that the project is around 30% complete as the player is able to be moved with the confines of the map, that of which can be built within an attached file. Most of the assets have been made and are ready to be implemented at a later stage of development. Once the playable portion of the game is set for the player, we then will discuss how the different enemy types will interact with our game board and how their AI will work. Following that we will look into making the game play itself without the need for human interaction during the game.   
5. Issues / Problems: Describe any issues or problems you have so far

Not a problem but based on your feedback form the proposal we have adapted our project goal to Pac Man being able to get the highest score. This score is a combination of white balls collected and how few times Pac Man is hit by the ghosts.  
6. Attach your current version of your final project if possible. I can review your application and give you feedback.

Our source code will be sent with this progress report. Run “main.py” to start the game.

Controls:

Up arrow key: Up

Down arrow key: Down

Left arrow key: Left

Right arrow key: Right

NOTE: You may find issues with pygame and will need to run a “pip install pygame” to your python environment for it to work properly. Also, it may take time for the build to run so allow some time for the pygame window to appear.