**VIETNAM NATIONAL UNIVERSITY**

**HO CHI MINH UNIVERSITY OF SCIENCE**

**FACULTY INFORMATION TECHNOLOGY**

**PROJECT 02**

**WUMPUS WORLD**

TEAM MEMBERS

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**Course: Introduction to Artificial Intelligence**

**Ho Chi Minh City – 2020**

**VIETNAM NATIONAL UNIVERSITY**

**HO CHI MINH UNIVERSITY OF SCIENCE**

**FACULTY INFORMATION TECHNOLOGY**

**PROJECT PACMAN GAME**

**| TOPIC |**

**| LECTURERS |**

Mr. Le Ngoc Thanh

Ms. Ho Thi Thanh Tuyen

Ms. Nguyen Ngoc Thao

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Regards,

Team Representative,

Trang

Pham Ngoc Thuy Trang

# ASSIGNMENT PLAN

* Preparation
* Ideas
* Planning UI and Workflow for game

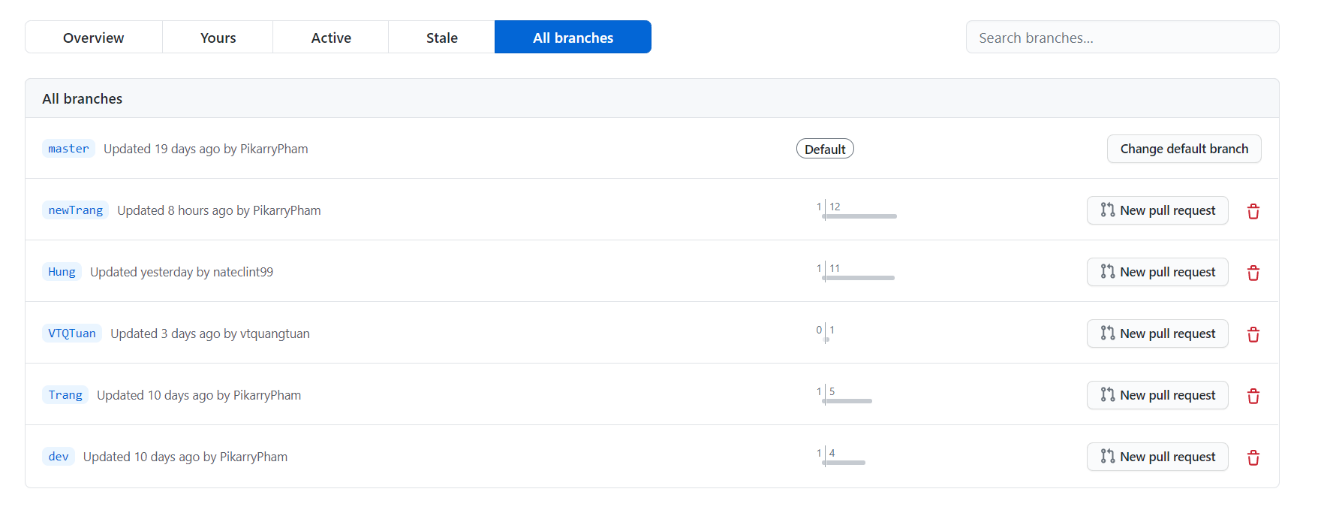
**Workflow for game**:

* Explain some important classes and function.

# ENVIRONMENT

What we use for our project are:

* **IDEs**: Visual Code
* Programming language: Python
* Outsource Platform for Python: Anaconda
* **Libraries for Project**: PyQt5, pygame (for graphics), heapq (to use heap data structure in python), sys, re (Regular Expression - restrict the way how user input information), os
* **Version Control System:** Git (using GitHub to store projects and teamwork).
* The primary branch is branch “master” and parallel to this branch is another branch called “dev”.
* When the team’s source code in the “dev” branch reaches a stable point and is ready to be released, all of changes will be merged back into “master” branch.
* Members will also have their own branch which is named after their name. These branches are used for edit/delete/update their functions….



# ESTIMATE THE DEGREE OF COMPLETION LEVEL

ESTIMATE THE DEGREE OF COMPLETION FOR EACH LEVEL

OVERALL ESTIMATE

# REFERENCES

[1]: Artificial Intelligence – A Modern Approach 3rd Edition Russel and Peter Norvig

[2]:

[3]: