

PAC-MAN
Project Plan

Team Members:

Shams Ansari
 Brad Feng (Team Leader)
 Soham Phadke

Project Overview:

A Pacman game built in Gridworld.

Challenges:

Figuring out Gridworld
 Figuring out GUI
 Figuring out a good algorithms for Ghosts Als

Major Tasks and Schedule

Task	When	Responsible
Figure out how to add Images in GridWorld	5/3	Shams
Figure out how a wall block a MovableActor in gridworld	5/3	Brad
Figureout how to change background color in gridworld	5/3	Soham
Figure out how to move pacman with KeyPressed	5/7	Shams, Brad
Figure out algorithm for Ghost act() method	5/10	Brad, Soham
Figure out how to resize Gridworld	5/7	Soham, Shams
Finish PowerPellet, Pellet, Wall,	5/13	All
Finish Ghost Algorithm	5/17	Brad, Soham
Finish Junit test	5/27	All
Finish Comments and Javadoc	5/28	All
Finish Class Diagram	5/7	Shams
Update Class Diagram	5/20	All
Presentation Finish	5/27	All