

Status Report #4

Date: May 24, {2019}

To: Mr. Fulk

From: {Shams Ansari, Brad Feng, Soham Phadke}

Subject: Status Report {Period 4}

Accomplishments: {

- Started/finished user manual
- Fixed ghosts eating other ghosts
- Ghosts drop pellets, pineapples, power pellets (so the maze doesn't become empty)
- Ghosts turn blue after Pacman eats power pellet (Pacman becomes stronger than ghosts)

}

Problems/Risks: {

- When ghosts are blue, they are supposed to run away from Pacman but still continue moving toward Pacman, sometimes Pacman dies if he collides with a blue ghost
- Not sure how program would react with 3 or more ghosts instead of two

}

Next Steps: {

- Write JUnit Tests -
 - Splitting up project classes equally
- Make ppt presentation, memorize scripts
- Finalize project specs (using preliminary ones)
- Further test the game and make sure it can support three ghosts reliably

}