

Status Report #3

Date: May 20, {2019}

To: Mr. Fulk

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

Subject: Status Report {Period 4}

Accomplishments: {

- Created GUI for level selection using GridWorld and Game board (select using pacman)
- Created direction keys (w a s d or arrow keys on keyboard)
- Ghost AI algorithms completed (3 levels of difficulty ranging from easy to hard)
 - Hardest difficulty Ghost AI uses algorithm to find Dijkstra's shortest path algorithm to pacman, refreshing every turn
- Improved theme (GUI and level design)
- Added safe zone and pipes that lead to other side of grid
- Added option for path visualization (for ghosts)

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Problems/Risks: {

- Ghosts can eat each other (need to fix)
- Currently only one level (type of grid)
- Not sure how more ghosts per level behaves + how ghosts behave in levels with different grid layouts

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Next Steps: {

- Create different level grids, making sure connection from selection screen works along with the Ghost AI algorithms
- JUnit Test
- Change levels of ghosts per level, make sure game works smoothly
- Fix ghost eating each other problem
- Javadocs, documentation of code, etc

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