PAC-MAN

Status Report 2

Team Members:

Shams Ansari Brad Feng (Team Leader) Soham Phadke

Accomplishments:

Brad: GUI for game launch (startup menu) started, GridWorld Game GUI (majority

finished), Edible Interface (for Pellet, PowerPellet classes)

Shams: Standing actor classes, scorekeeping, Pacman, pellet actor class

Soham: Ghost Al algorithm (not complete), ghost class, wall class, level designs (in

progress)

Everyone: main method to test As a team we accomplished:

Game GUI (in GridWorld), game mechanics (actor classes, eg ghost, pacman, pellets, walls), game rules applied to actor classes, basic AI for ghosts chasing Pacman, piecing the actors together in a PacmanWorld class

Problems/Risks:

Ghost AI is hard to work perfectly with conflicting paths to Pacman (when more than one ghost is in the world); Ghost sometimes gets stuck for no apparent reason (debugging required); Multiple ghosts if placed too close together could move on the same path at the same time (making it look like there's one ghost, not two)

GUI is complex, not finished, combining it with the current GridWorld GUI

Next Steps:

Learn about graphs(weighted/unweighted)

GUI transitioning to new level after all pellets are gone, not resetting score, win/loss screen GUI

Ghost AI more reliable, not stopping at random times

Creating more levels, possibly more complex Ghost Al's to accompany the harder different levels

Figuring how to launch a specific level and a random position for the actors (spread apart) at the beginning of each level