APCS Final Project

Names: Shams Ansari, Soham Phadke, Brad Feng

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Pacman

We are building our Pac-man Game on the Gridworld source code. We have heavily modified the GUI Classes.

Our Pacman games works similar to the original Pac-man, but in our version, we have 3 Ghosts and each has a different pathfinding algorithm.

Main Data Structures

* **2D array** for Grid representation of map w/recursion for depth first search
* **ArrayList<Location>** To keep a track of all occupants in the grid

Class Diagram

We have 3 packages Gridworld, Levels, and Project

* Grid world: has 4 sub packages
  + actor
  + grid
  + GUI
  + world
* Levels: Just have .txt of level as 1 and 0s
* Project: only contains the main method

ONLY SHOWING CLASS DIAGRAM FOR GRIDWORLD.ACTOR AS THAT IS WHERE THE MOST SIGNIFICANT CHANGES HAVE BEEN MADE.

--=The png below is included in the project files for zooming=--

A screenshot of a computer

Description automatically generated