# Unit 3 Hunt the Wombat Project Plan

# Submitted to:

# Project Manager: Brad Feng

Date:3 May 1, {2019}

Project Overview: Building a pacman game with the help of Gridworld.

Project Team: Brad Feng – Team Leader,

Soham Padke –

Shams Ansari -

Challenges Figuring out gridworld and A good algorithm for Ghost act()

# Major Tasks and Schedule {Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| 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, Ghost and all other Actor classes | 5/10 | All |
| Finish Project coding part | 5/20 | All |
| Finish Junit test | 5/27 | All |
| Finish Comments and Javadoc | 5/28 | All |
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