# Unit 3 Hunt the Wombat Project Plan

# Submitted to: https://github.com/ShamsAnsari/PACMAN

# 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, AI, start page

Soham Padke – Levels,Timer, Some Actor subclasses

Shams Ansari – Framework, gui, connecting the project

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

# Major Tasks and Schedule

|  |  |  |
| --- | --- | --- |
| 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, | 5/13 | All |
| Finish Ghost Algorithm | 5/17 | Brad, Soham |
| Finish Junit test | 5/27 | All |
| Finish Comments and Javadoc | 5/28 | All |
| Finish Class Diagram | 5/7 | Shams |
| Update Class Diagram | 5/20 | All |
| Presentation Finish | 5/27 | All |