*2017-2018 ICS3U Final Project Proposal*

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Instead of just the Pacman game, we decided to make a phone emulator.

*Phone Emulator (will be completed by anyone in the group)*

It will look something similar to the picture on the right, but it will consist less

A screen shot of a smart phone

Description generated with very high confidenceprograms, and the interface will be simpler.

It will involve the following content:

-Pacman (main program – described below)

-Mario (main program – described below)

-Paint Application (stripped from paint assignment, maybe)

-and some other programs depending on the time

(maybe a calculator)

*Pacman Game Description (will be completed by Ningtai)*

A circuit board

Description generated with high confidenceThe game is similar to the original Pacman game with different levels, and difficulties. The following picture will be what the game will roughly look like.

-function will be used throughout the program for many sections, for example collideRects, movement, etc…

-the control of the character will be the 4 arrow keys

-mouse cursor will be for selecting the level/difficulties in the menu

-file handling will be used to store high-scores

-there will be AI enemies to try and kill the player

-the game will be programmed with python, and the characters will be made from scratch on photoshop or be an image directly copied from google.

Currently, the game is out of 5 levels, from the easiest to the hardest difficulty. To increase the difficulty of the game, the AI movement speed will be increased as well as the difficulty of the maze.

*Mario Jump (will be completed by Shehryar and Bilal)*

*A picture containing text

Description generated with very high confidence*-Controls will be up, left, right, down arrow

-Mouse cursor will be used for selecting levels

-There will be obstacles throughout the level

-Different levels will have different difficulty,

and the layout will be different each time

-Will be programed with python