

Project proposal



(Image does not reflect the actual production)

In this project, I'd like to implement a Java Swing-based game Pacman with multi player support. The technics involved in the implementation includes:

1. Basic data structures -> storing the board
2. Java swing -> GUI implementation
3. Java File IO -> Read board from local file
4. Randomized algorithm -> Possible support for generate different boards
5. Networking -> Communicate between players. Each player moves their Pacman/ghost at the same time. Points are counted for each player separately.
6. Multithreading -> Communicate between players; Computing the scores; Check if any player scores; Updates board at any time
7. AI Algorithms -> Move the computer-controlled Pacman/ghost

Project tentative schedule:

08/05 — Start implementing the project

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08/09 |— Finish basic ADTs, parsers, other data structures.

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08/12 |— Finish networking

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08/17 |— Finish GUI

08/18 |— Finish multithreading and algorithms

08/19 |— Testing and optimization

08/20 |— Presentation

08/21 |— Project due