

Group Proposal

1) *Team Members:*

Brittany Dinneen
Marcus Hagans
Keith Hubbard
Megan Perry
Spence Southard

2) *Topic:*

A PacMan style game which utilizes various search algorithms.

3) *Goal and Scope of Project:*

The goal of this project is to create a pac-man style game that incorporates various principles from JavaScript, PHP, and HTML. The project will expand on our in-class knowledge by incorporating JavaScript object-oriented design.

The HTML/CSS aspect will focus on a simple and dynamic user interface which will house information about the game, a high-score section, and any options to play the game. The game will run locally via JavaScript and communicate highscore information back to the server via PHP or another server-side script. To begin the logic side of the project we will define the gameboard and game mechanics from which the rest of the game will be built. From there we will define two types of sprite objects. A player object which is controlled by the player and several non-playable sprites, each of which will be programmed with it's own search algorithm programmed by a different team member.

The most important element will be the GameManager object which will act as the conduit between the gameboard and the player objects. The GameManager will also be responsible for calling UI changes and ending the game (publishing the highscore).

The remainder of the pre-game UI elements will be created in HTML/CSS and will aim to provide the user with a clean and dynamically scalable (mobile and desktop) experience.

4) *Plan and timeline*

See Page 2.

Week	Keith	Brittany	Spence	Megan	Marcus	Due Dates
3/9- 3/15	Initial Meeting	Initial Meeting	Initial Meeting	Initial Meeting	Initial Meeting	13 th – Group Contract due
3/16- 3/22	Design Sprites/ Sketch out level prototypes	Design Sprites/ Sketch out level prototypes	Design Sprites/ Sketch out level prototypes	Design Sprites/ Sketch out level prototypes	Design Sprites/ Sketch out level prototypes	
3/23- 3/29	Pseudo-code search algorithm	Pseudo-code search algorithm	Pseudo-code search algorithm	Pseudo-code search algorithm	Pseudo-code search algorithm	
3/30- 4/5	Code	Code	Design board implementation	Code	Code	
4/6- 3/12	Test/ Video Tutorial	Test/ Video Tutorial	Test/ Video Tutorial	Test/ Video Tutorial	Test/ Video Tutorial	6 th - Symposium poster due
4/13- 4/19	Final Deliverables / Peer Evaluation	Final Deliverables/ Peer Evaluation	Final Deliverable/ Peer Evaluation	Final Deliverables/Peer Evaluation	Final Deliverables/Peer Evaluation	15 th – in class presentations
4/20- 4/24						20 th – Symposium 22 nd – in class presentations 24th - Project due