

**Mansoura University**

**Faculty of Computers and Information**

**Department of Computer Science**

**Project Proposal**

##### Pac-Man Game

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### **Submitted by:**

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Project Statement:

There is a maze with ghosts inside, and there is a Pac-Man inside this maze who wants to eat all the cheese without these ghosts killing him so that he can win this maze.

Project Objectives:

The objectives of the PACMAN\* project are to improve the precision and accuracy of the alignment of accelerator components. Two steps of alignment are concerned: the fiducialisation, i.e. the determination of the reference axis of components w.r.t alignment targets, and the initial alignment of components on a common support assembly.

Tools**:**

**Html - CSS – JavaScript  
Web App**

**Agent Design (PEAS): Pac-Man**

**-Performance measure**: Score, lives

**-Environment:** Maze containing white dots, four ghosts, power pills, occasionally appearing fruit

**-Actuators**: Game screen

**-Sensors**: Arrow keys

**Environment Properties (ODESDA) Pac-Man**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Discrete** | **Static** | **Episodic** | **Deterministic** | **Agents** | **Observable** | **Task Environment** |
| **Discrete** | **Static** | **Episodic** | **Deterministic** | **Single** | **Fully** | **Pac-Man** |

**Agent program**

goal-based reflex agent

References:

[**https://en.wikipedia.org/wiki/Pac-Man**](https://en.wikipedia.org/wiki/Pac-Man)

[**https://github.com/**](https://github.com/)

<https://inspirehep.net/literature/1626538>