Ghost Dodgers: Progress Update
WE_Crafters

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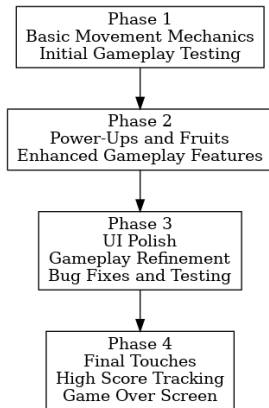# Pac-Man Project Development Phases

Figure: Development Phases of the Pac-Man Project

Progress Update

- **Maze Generation:** Implemented (with some debugging needed)
- **Player Movement:** Implemented (with some modifications required)
- **Basic Drawing Functions:** Implemented (walls, pellets, player)
- **Graphics**: Implemented (minute changes left)

Pending Work and Plan for Completion

- Implementing Pacman's and ghosts' movement and interaction and integrating it in the game loop.
  - Implement ghost movement logic and integrate it into the game.
  - Integrate the Pacman class into the game loop.
  - Handle collisions between Pacman and ghosts.
  - Estimated Time: 4-5 days
- Add additional game mechanics for a complete gameplay experience.
  - Creating graphics and adding functionality of power-ups and fruits to the maze.
  - Implement scoring and life system for multiplayer mode.
  - Estimated Time: 4-5 days
- Refine the user interface and graphical elements.
  - Design and integrate UI elements (score display, life count, game over screen).
  - Add animations for Pacman and ghosts.
  - Estimated Time: 2-3 days

Pending Work and Plan for Completion

- Integrate Sound Effects
    - Add sound effects for eating pellets, power-ups, and ghost interactions.
    - Integrate background music.
    - Estimated Time: 2-3 days
- Debugging
    - Fix any identified bugs or issues.
    - Optimize performance if needed.
    - Estimated Time: 1-3 days

Summary

Current Status: The project is progressing well with the basic structure and functionality in place. However, to ensure a complete game consisting of the features planned, additional time is required.

Thank You!