

# Ghost Dodgers: Progress Update

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# Updates

- **Loading Image for Pacman:** Updated the character of Pacman from a drawing using pygame to an image.
- **Continuous Movement:** Changed the movement of Pacman from step by step movement to continuous movement until it hits a wall or a key is pressed.

# Learnings

- **Image Handling:** Successfully loaded and displayed different images for Pacman using the `pygame.transform.scale` and `screen.blit` functions.
- **Continuous Movement:** Implemented a direction-based movement system where Pacman continues to move in a specific direction until a new key is pressed.

# Explorations

- **Maze Generation:** Explored DFS and backtracking algorithms for maze generation.
- **Added a ghost house:** Added a ghost house to the previously generated maze.
- **Pending:** Need to add an opening for the ghost house.

# Upcoming Features

- **Basic Ghost Integration**
- **Adjusting the size of the maze**
- **Handling collisions between ghost and pacman**
- **Fixing the current bugs**

# Thank You!