

Recreating Pac-man

Bringing classic arcade back

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The Original Pac-man

About Pac-man

- **Pac-Man** is a very popular arcade game developed by Toru Iwami for the Namco Company and was first released in Japan on May 22, 1980.
- The main goal of the game is to move the Pac-Man around the maze collecting all the pellets without being eaten by the ghosts.
- Once all of the pellets in the maze have been eaten, the game will begin again on a new maze which will not be the same as the previous map.

Idea

- We plan to make a clone of the classic Pac-man game with additional features like 1v1 playing mode and additional themes.
- Our aim is to learn the Pygame framework and graphics tools like GIMP.

Tech Stack

- Programming Language: Python
- Game Framework: Pygame
- Graphics: Adobe Photoshop or GIMP
- Sound: Audacity for editing, FreeSound.org for sourcing
- Version Control: GitLab
- Documentation: Markdown (README files)
- Communication: Git Issues

Plan Of Action

- Day 1-2 : Project Setup and Planning
- Day 3-5 : Game Mechanics and Basic Functionality
- Day 6-9 : UI Design and Theming
- Day 10-11 : Refinement
- Day 12 : Sound effects and background music.
- Day 13-14 : Finalization, Debugging and Presentation Preparation

Future Scope

- Enhance multiplayer features.
- Integrate AI opponent for single-player mode.
- Both players start as Pac-Man, but one turns into a ghost upon touching a special hidden item and tries to catch the other.

Thank You!