***Team Cilantro***

***Statement of Work***

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**Project Information:**

The goal of this project is to modify the already existing classic game, PacMan. In PacMan 2.0, one of our biggest modifications is making the game multiplayer where each ghost is controlled by a different user. In addition to this, we have added power-ups for PacMan in order to defeat the user-controlled ghosts.

**Project Process:**

We acquired the base code for PacMan from Patricia terol’s GitHub- username [patriciateroltolsa](https://github.com/patriciateroltolsa). That code generated the basic game with no powerups and was a single player game.

First, we ensured all the members in the team were able to compile the code on their personal devices and study the code line-by-line to understand what was going on. After this, the team laid down a bunch of modifications we could implement to upgrade the game. We then condensed the list to the few modifications we could complete in the given period of time. We then divided the work between members and got started.

Aaron P. and Vaibhavi H. were responsible for transforming the game from single player to multiplayer where each ghost is controlled by a different user.

We also adjusted the speed of the ghosts and PacMan.

Noah, Kwadwo and Melissa were responsible for adding power ups in the game which would give PacMan an upperhand to defeat the user controlled ghosts. This included setting special dots for PacMan to eat, which make the ghosts turn into food for a short period of time. Unlike the usual game, our ghosts once eaten do not regenerate indicating the user who was controlling the ghost, if eaten, has lost the game.

**Member Contribution:**

1. Aaron Pan: Code done for making the ghosts user controlled, welcome screen interface w/ instructions, Project Architecture presentation, Project Documentation.
2. Vaibhavi Hansrajani: Code done for making the ghosts user-controlled, testing all the commits made on git, Project Documentation and marketing, Statement of Work, Video Editing and Graphics.
3. Kwadwo Osafo: Coding for inserting power-ups in the game.
4. Noah Taniguchi: Coding for inserting power-ups in the game, integrating code, documentation (README file, Project Documentation).
5. Melissa Gibble: Organized meeting times, created task lists, Project Timeline, voiceover for video.

**Deliverable Description:**

GitHub Repository Link: <https://github.com/aaronpan-eng/EC327---Project.git>

which contains the following:

1. README File
2. Team Name, Member Names and email addresses.
3. Project Overview
4. Building our Project (on Mac and Windows)
5. Link to YouTube Video

2. “Src” Folder

1. Source Code (Pacman2.0.cpp)

3. “Doc” Folder

1. ProjectTimeline.doc
2. ProjectDocumentation.doc
3. StatementOfWork.doc
4. ProjectArchitecture.ppt

4. “Misc” Folder

1. Using glut to compile with mingw.pdf
2. Using glut to compile with visual studio.pdf