



Computer Programming

Term Project-Deliverable 1

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Console based Pac-man

CAR GAME

Team

STUDENT NAME	ENROLLMENT NO	RESPONSIBILITY
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Scope of the Project

• JUSTIFICATION

The project presented is Console Based Pac-man. The language used for this project is C++ and is compatible with both Dev C++ and Visual Studio. Games have become an integral part of everyday life for many people. Gaming is really a workout for your mind disguised as fun. Research has shown that playing video games regularly may increase gray matter in the brain and boost brain connectivity. Games that are built in C++ are generally most efficient and reliable. The game we are going to code through C++ is Console base Car Game.

• BOUNDARY OF PROJECT

1. Going to create a system of Console Based Car Game.
2. It helps user to kill their boredom when they are free.
3. It is the best exercise for brain.
4. This program is used in Gaming Zones, Online Gaming websites and different Gaming Consoles.

Project Plan

We have decided to build (Console Based Car Game). The software for compiling the code is Visual Studio 2013. We are going to make a game in which there will be a car running on a path and we will add different obstacles in its path. The user will control that car with different keys for moving it to the left or right. The purpose of the user would be to save the car from obstacles and move a car on a clear path. If the car crashes into an obstacle, the game will be over, and the user score will be displayed on screen.

Intended Audience

This game is generally for kids, and these games help kids to sharpen their mind. We will be more focused on reaching a younger audience (though it is made for anyone). In early era these kinds of games are generally played on consoles. Mostly younger audience is stakeholder of these games and attracted towards the gaming consoles. Hence these kinds of games are generally played by kids. Some elders also play these games for fun purpose.

Functional Requirements

Following are the functional requirements for making game in C++:

1. Use of Good software like Visual Studio or Dev C++.
 2. Use of all preprocessor Directive.
 3. Use of Loops.
 4. Use of Statements.
 5. Use of Functions.
 6. Major use of gotoxy() function.
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