

PACMAN LAB 3

CP5609: INTELLIGENT AGENTS AND SIMULATIONS



TABLE OF CONTEXT

| S No | Topic | Page |
|-------------|------------------------------|-------------|
| 1 | Team | 2 |
| 2 | Game Info | 2 |
| 3 | Scripting Implementation | 4 |
| 4 | Known issues and bugs | 5 |
| 5 | Individual Contribution form | 5 |
| 6 | Asset List | 6 |
| 7 | Github | 7 |
| 8 | Game's Built Version | 8 |
| 9 | Appendix I | 9 |

TEAM

Number of Members: 2

Member 1

Name: Anmol Jain

Student ID: 13667836

Member 2

Name: Prachi Khajanchi

Student ID: 14003555

GAME INFO

Name: Pac-Man

PLAYER CONTROLS



2 ways to play the game, either use arrow keys or use ASWD keys.

Move up: up arrow W

Move right: right arrow D

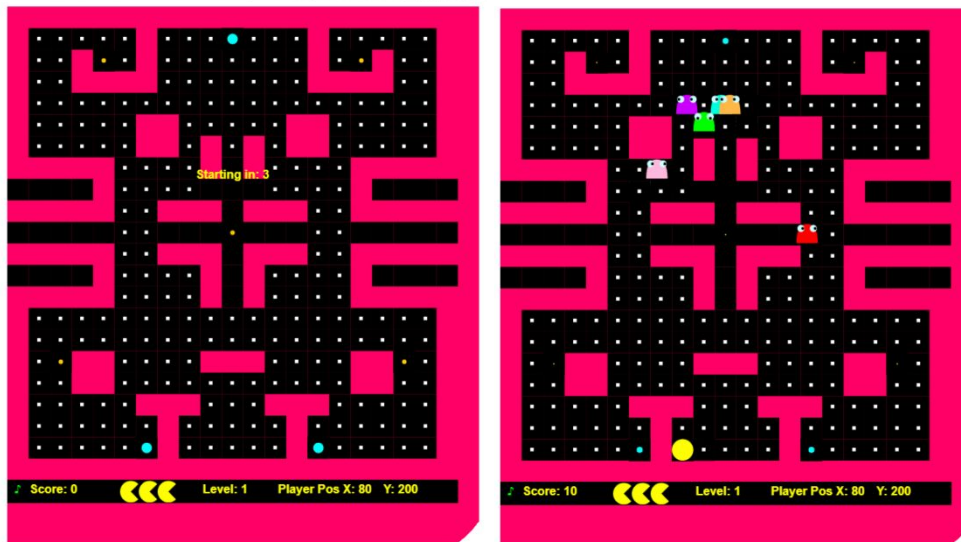
Move down: down arrow S

Move left: left arrow A

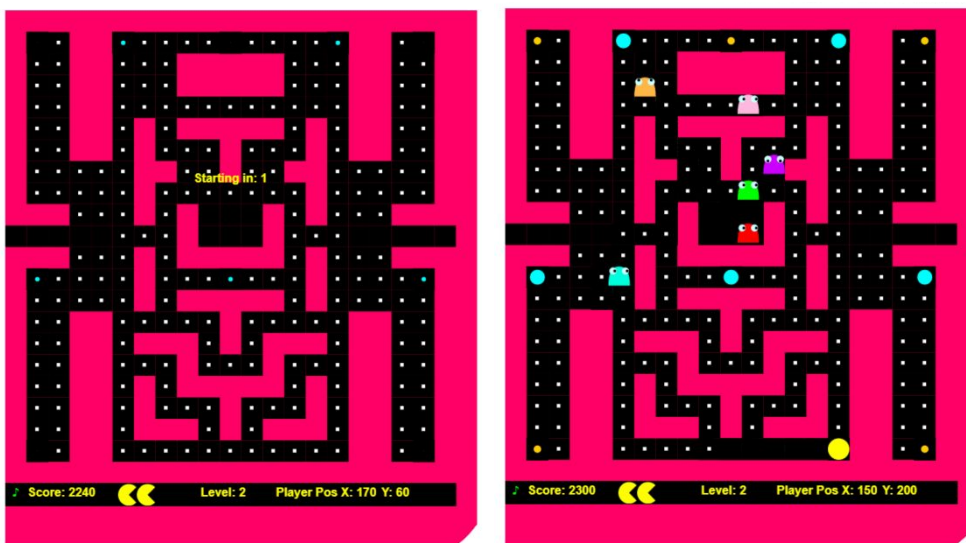
There are other key controls that are in the code but the main ones are above.

LEVEL DESIGN

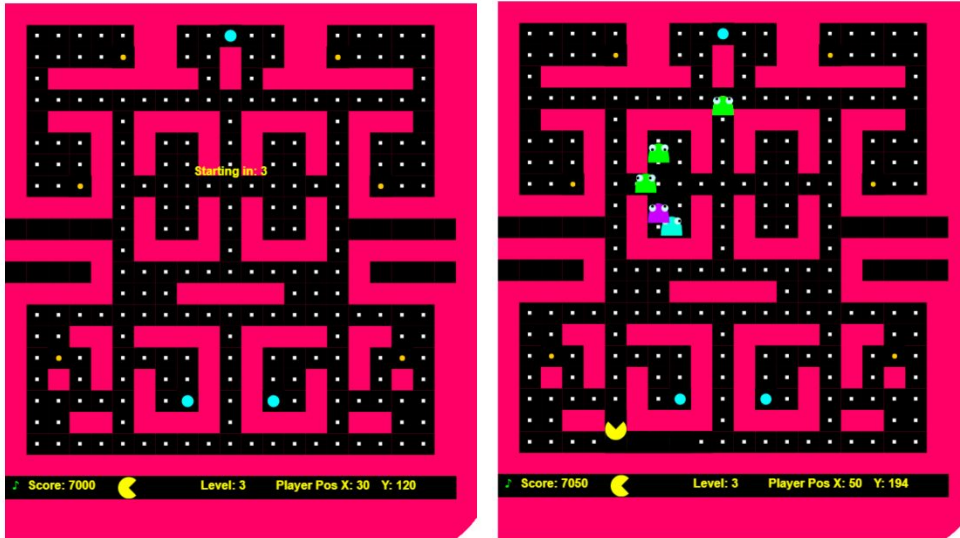
Level 1



Level 2



Level 3



CODE

Main code file is 'pacman.js'.

AI functionalities of the game:

- ☐ Ghosts number increases by 1 after completion of every level
- ☐ 2 kinds of pallets are there, ghosts blue, the other brings their original state back. Being blue means, pacman can pass through it
- ☐ When pacman passes through a blue ghost, the ghost becomes black the it's speed increases. This makes the game more challenging for the player as it confuses them.
- ☐ The frame changes with the levels
- ☐ Speed variations present for ghosts.

SCRIPTING IMPLEMENTATIONS

Programming language used to code: Javascript


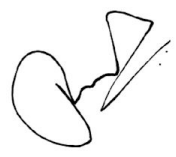
Main file: pacman.js

Software used: VSCode (free to use windows app)

KNOWN ISSUES AND BUGS

None found at the moment

INDIVIDUAL CONTRIBUTION FORM

| CATEGORY | ANMOL | PRACHI |
|------------------------------------|---|---|
| Game World | 60% | 40% |
| Game Play & Mechanics | 70% | 30% |
| Control & UI | 40% | 60% |
| Aesthetics | 40% | 60% |
| Technical Complexity & Innovations | 50% | 50% |
| Documentation | 30% | 70% |
| Asset List | 50% | 50% |
| Signature |  |  |

ASSETS LIST

| S No | Asset File Name | Asset Type | Source | License/other info |
|------|-----------------|------------|---|-----------------------------|
| 1 | Pacman | Script | C:\Users\Anmol\JIAS_Game_Project | Self-Create |
| 2 | Modernizer-1.5 | Script | C:\Users\Anmol\JIAS_Game_Project | Self-Create |
| 3 | Lives | C# | C:\Users\Anmol\JIAS_Game_Project | Self-Create |
| 4 | index | Html | C:\Users\Anmol\JIAS_Game_Project | Self-Create |
| 5 | Die | Mp3 | http://www.blindfiveyearold.com/wp-content/uploads/2008/12/death-1.wav | Free for non-commercial use |
| 6 | Eatghost | Mp3 | http://mrclan.com/fastdl/tfc/sound/pac_ghosteat.wav | Free for non-commercial use |
| 7 | Eating | Mp3 | https://www.classicgaming.cc/classics/pac-man/sounds | Free for non-commercial use |
| 8 | Eating.short | Mp3 | https://www.classicgaming.cc/classics/pac-man/sounds | Free for non-commercial use |
| 9 | Eatpill | Mp3 | https://www.classicgaming.cc/classics/pac-man/sounds | Free for non-commercial use |
| 10 | Extra lives | Mp3 | https://www.classicgaming.cc/classics/pac-man/sounds | Free for non-commercial use |
| 11 | Intermission | Mp3 | https://www.classicgaming.cc/classics/pac-man/sounds | Free for non-commercial use |
| 12 | Opening_song | Mp3 | http://www.orangeffreesounds.com/pacman-sound/ | Free for non-commercial use |
| 13 | Siren | Mp3 | http://soundfxcenter.com/video-games/pacman/8d82b5_Pacman_Siren_Sound_Effect.mp3 | Free for non-commercial use |
| 14 | Vcs_90 | Mp3 | https://www.classicgaming.cc/classics/pac-man/sounds | Free for non-commercial use |

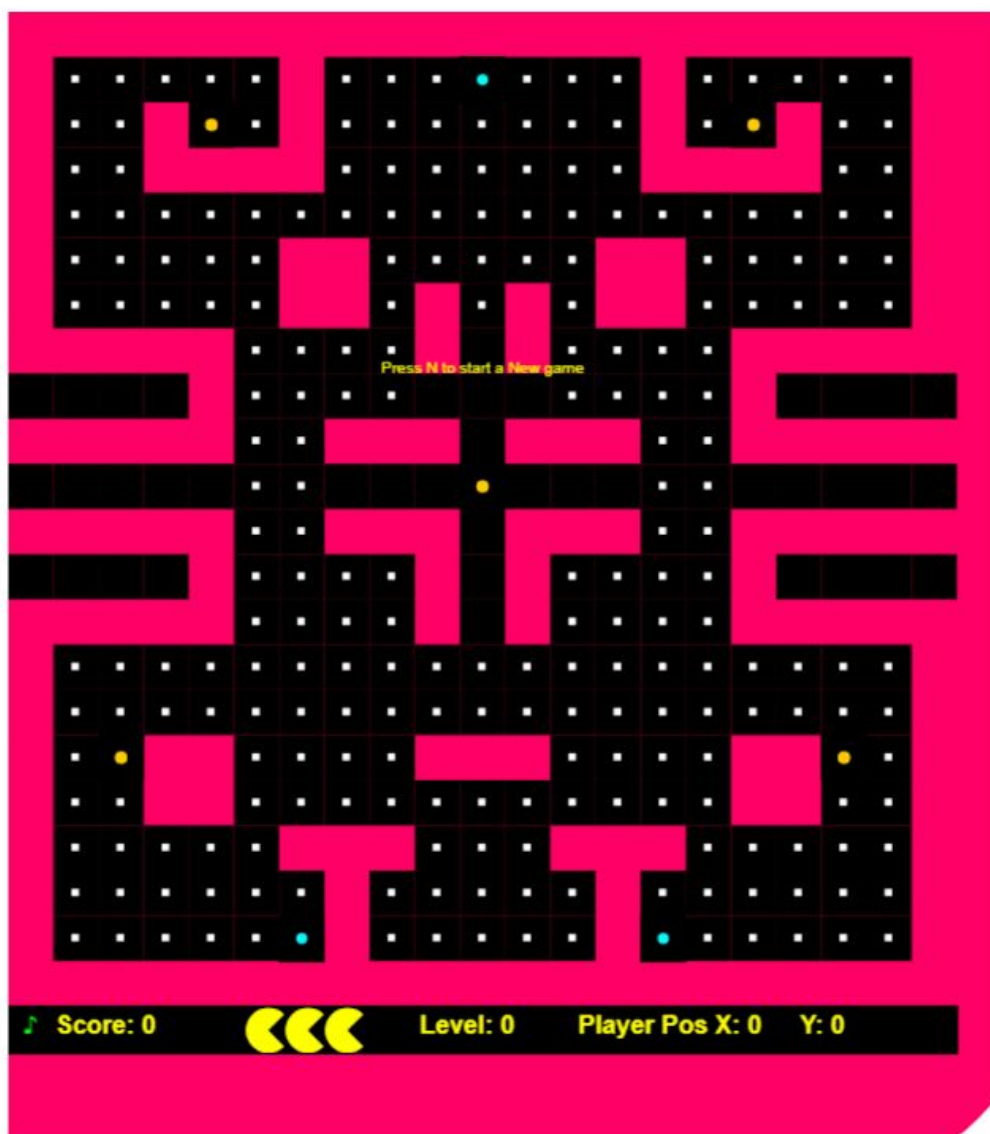
| | | | | |
|----|---------|------|-------------------------------------|-----------------------------------|
| 15 | credits | Html | C:\Users\Anmol\IAS_ Game_Project | Self-Create |
| 16 | Winner | gif | C:\Users\Anmol\IAS_ Game_Project | Free for non-commercial use |

GITHUB LINK

Link: https://github.com/aj910/IAS_Pacman_Game.git

GAME'S BUILT VERSION

(check index.html file to see and try the game's built version)



APPENDIX I

Check List:

| S No | Task | Check/Not |
|------|--|-----------|
| 1. | Have at least 3 levels | Check |
| 2. | game world is populated with non-player characters | Check |
| 3. | Interaction between player and objects in game world | Check |
| 4. | game is re-playable, each time with different experience | Check |
| 5. | game is easy to get on-board and challenging to master (e.g. progressive difficulties and skills required) | Check |
| 6. | UI provides all necessary information to tell the player what needed to do and current status | Check |
| 7. | a working start menu | Check |
| 8. | working game over/winning scene | Check |
| 9. | informative tutorial/help menu | Check |
| 10. | credit to show team members details and acknowledgment | Check |
| 11. | control is clear and intuitive | Check |
| 12. | UI layout is clear | Check |
| 13. | some ambient music/sounds appropriate matching theme of background story | Check |
| 14. | menus and UI have consistent theme | Check |
| 15. | unique scripting implementation for AI | Check |
| 16. | NPCs are intelligent (e.g. response to player actions, realistic navigation) | Check |
| 17. | project files are required to be managed in Github | Check |