

The Pac-Man project will be graded by testing cases.

Make sure players can play your Pac-Man game (e.g. program can be assembled without errors). Otherwise 50% of the project mark will be deducted immediately.

If needed, TAs will look into your MIPS code, or invite you to explain the MIPS code in person.

For any suspected plagiarism, we'll invite the related students to explain the MIPS code. Failure to do so leads to 0 mark of the project, and further penalty on the overall course grade.

Testing Cases	Score
1. There are score points on all path cells in the maze before any key inputs	20
2. Pacman can move upward/downward consecutively	10
3. Pacman can make turns (e.g. move upward and then downward, move downward and then leftward)	10
4. Pacman don't have the super power to cross the maze wall	10
5. Pacman can escape with the two horizontal/vertical escape routes and re-appear at opposite border	10
6. When the un-shielded Pac-Man is caught by any ghosts, Quiz mode is triggered immediately	10
7. The Pac-Man is invisible to the ghosts if it is in the shield mode	10
8. When the Pac-Man picks up a score point, the score point is hidden from the game screen	10
9. Any score-point taken (hidden) by Pac-Man increases game score (by correct value) immediately	10