



CST1500

Python group project 3

Pacman based game

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Introduction

Object Oriented Programming (OOP) was used to create a Pacman based game.

The Pacman based game is fully functional and is made up of a Graphical User Interface (GUI) called Pygame to allow a user to intuitively interact with the game. The user will control the Pacman using the keyboard arrow key and shall avoid the 4 ghosts. Each user will have three lives and when a player uses up their lives, they will be allowed to save their high scores locally in a text file.

How to use

1. Install Pygame version 2.1.2 though pip install or directly through pycharm.
2. Run main.py

Concepts use

Implementation of most topics covered in CST1500:

- Functions
- Data structure (list, dictionaries...)
- Object orientated Programming
- Loops
- String Manipulation
- Multithreading

Additional technologies implemented

- Pygame library designed for writing video games. It includes computer graphics and sound libraries designed to be used with the Python programming language.

Manual

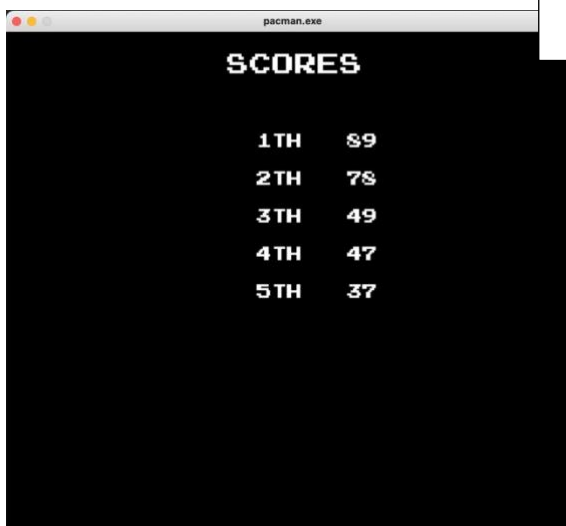
1. Main Menu Screen



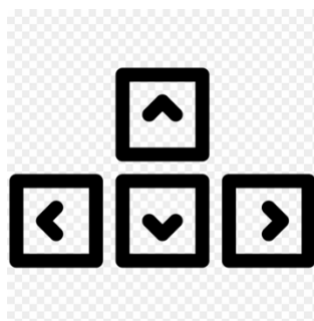
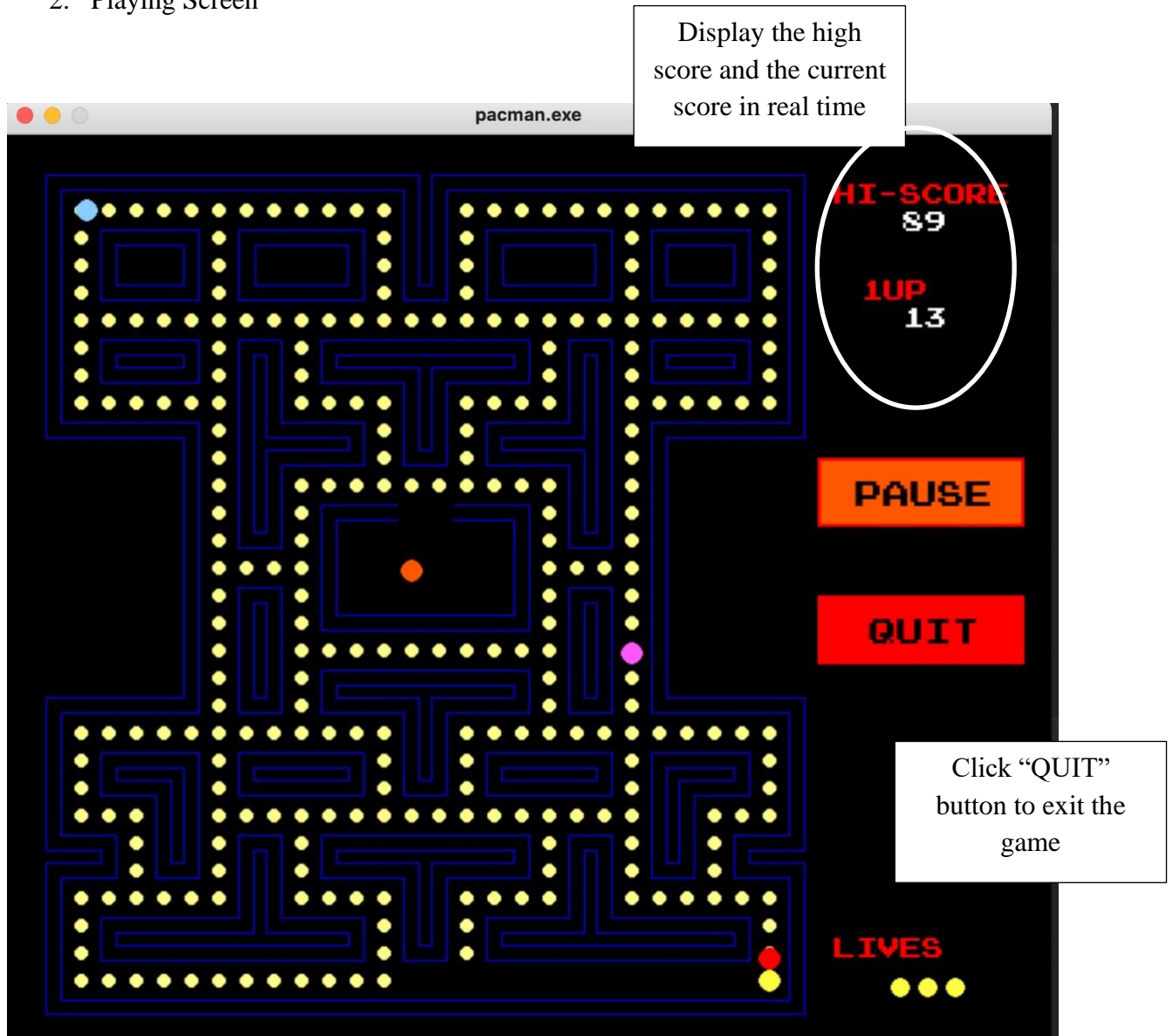
Click "PLAY"
button to start
the game

Click "QUIT"
button to quit
the game

Click "VIEW
SCORES" button to
view the high scores



2. Playing Screen



Control Pacman
using the
keyboard arrow
keys



3. Game-Over Screen



Future Implementation

1. Include big coins and change ghost mode to fear enabling Pacman to eat them.
2. Blink each letter in Game Over text in a different color
3. Include fruit bonus to score additional scores.