

Project proposal - Pac-Man

Introduction

Our objective for this project is to develop a single player game based on the classic Pac-Man, in which the main goal is to capture all dots while roaming a labyrinth and avoiding ghosts.

Functionalities

- Menu Implementation to facilitate interaction with all functionalities
- Game logic implementation (core gameplay)
- Game graphics implementation (graphic interface that represents the state of the game)
- Player movement (enables the movement of the player)
- Game timer and framerate implementation

Devices and their role

- Graphics Card -> Graphic Interface of the game
- Keyboard -> controls the player objects movement making use of the keyboard
- Mouse -> used to navigate through the game menu and other options
- Timer -> used to calculate the frame rate bots speed and each game session maximum time

Workplan

- Implementation of the game logic and its graphic interface
- Player movement using the keyboard
- Menu creation and navigation using the mouse
- Extra features

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