

Team Subhunters

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Project Assigned

Pacman

Story mapping

Click [here](#) to redirect to the Story Mapping.

Team Members

- Raj Bhatia
- Jed Mandy Nugal
- Kevin Nguyen
- Yuguang Liang

Team Subhunters - Pacman

BHAG

You are Pacman stuck in a maze being chased by four ghosts, while collecting as many pellets as possible to escape, some pellets give Pacman the ability to fight back against the ghosts, and other fruits can help rejuvenate Pacman to escape the maze.

Epic Stories

1. As Pacman, I want to collect all the pellets and power pellets to complete the game and get out of the maze.
2. As Pacman, I want to collect as many points as possible in order to get a high score in order to show my proficiency at getting out of the maze.
3. As the ghosts, I want to catch Pacman in the maze.
4. As a game developer I want to make my game pleasing to the eye.
5. As a fruit, I will spawn randomly and grant different rewards for the type of fruit I am.
6. As the maze, I want to keep Pacman and the ghosts contained within an area.

Sprints Chart

Epics	As Pacman, I want to collect all the pellets and power pellets to complete the game and get out of the maze.	As Pacman, I want to collect as many points as possible in order to get a high score in order to show my proficiency at getting out of the maze.	As the ghosts, I want to catch Pacman in the maze.	As a game developer, I want to make my game pleasing to the eye.	As a fruit, I will spawn randomly and grant different rewards for the type of fruit I am.	As maze, I want to keep Pacman and the ghosts contained within an area.
Sprint 1	Pacman wants to be able to move in four directions in one button press and not run through walls and move when user wants to move.	There are "good" items in the maze, if eaten they will grant points.	The ghost moves in the maze with movement pattern (or not).	The design of Pacman should be distinct from the ghosts for the players to identify themselves.	There are different kinds of fruit in the maze.	The maze should be large enough to contain the ghosts and Pacman.
Sprint 2	Pacman wants to be able to eat pellets for points and power pellets to be able to eat ghosts.	There is a deduction of points if the Pacman is caught by the ghost or eats "bad" items.	The ghost can be eaten by Pacman, and if so, it will return to the center of the maze.	Both Pacman, fruits and ghosts should be obvious in the maze (colors or shapes differ)	The fruits exist in random positions that can be reached by Pacman (not in the wall or out of the maze).	The maze must be sized properly with walls that restrict the movement of Pacman and the ghosts.
Sprint 3	Pacman is able to eat fruits to gain extra points.	Pacman can eat ghosts granting bonus points.	The ghost has the ability to "hurt" Pacman.	When Pacman hits a ghost, an item, or the destination, there are animation or sound effects.	Different fruits should have different look to be identified.	There could be different maze patterns that show difficulties.

Class	Responsibilities	Collaborators
Ghost	<ol style="list-style-type: none"> 1) Chases pacman, kills pacman if he touches him 2) Cannot go through walls 	Maze, Pacman, Inky, Blinky, Pinky, Clyde
Pacman	<ol style="list-style-type: none"> 1) Eats pellets, 2) can eat ghosts if he eats super pellets 3) gains points for eating pellets and fruits, 4) cannot go through walls 5) Goes left, right, up or down according to user input on Dpad 	Ghosts, Maze, Dpad
Maze	<ol style="list-style-type: none"> 1) Restricts pacman and ghost movement 	Pacman, Ghosts
Dpad	<ol style="list-style-type: none"> 1) Controls Pacman to go left, right or up, according to user input 	Pacman
Pinky	<ol style="list-style-type: none"> 1) Ghost that ambushes Pacman by cutting him off and getting in front of him 	Pacman
Clyde	<ol style="list-style-type: none"> 1) Clyde goes to scatter 2) ed locations unless within certain distance from Pacman. Within this distance Clyde behaves like blinky 	Pacman, Maze
Blinky	<ol style="list-style-type: none"> 1) Follows Pacman to wherever location he is at 	Pacman, Maze
Inky	<ol style="list-style-type: none"> 1) target is same distance from Pacman as Blinky but at opposite offset to Blinky's offset from PacMan 	Pacman, Maze

Acceptance Criteria

User Story	Acceptance Criteria
As the maze, I want to keep Pacman and the ghosts contained within an area	<ol style="list-style-type: none">1) Ghosts should not be able to go through walls2) Pacman should not be able to go through walls3) Pacman should stop when he hits a wall4) Pacman and the ghosts should warp to other warp space when passing over it to the outside of the maze
As Pacman, I want to collect all the pellets and power pellets to complete the game and get out of the maze.	<ol style="list-style-type: none">1) Pellets should correctly increase the player's points/score.2) Pellets should visually disappear when Pacman eats them
The ghost moves in the maze with movement pattern (or not)	<ol style="list-style-type: none">1) When a ghost touches Pacman, pacman should die2) Ghosts should move by themselves
Pacman wants to be able to move in four directions in one button press and not run through walls and move when user wants to move.	<ol style="list-style-type: none">1) Pacman should go left when player presses left2) Pacman should go right when player presses right3) Pacman should go up when player presses up4) Pacman should go down when player presses down5) Pacman should stop when he hits a wall
The design of Pacman should be distinct from the ghosts for the players to identify themselves.	<ol style="list-style-type: none">1) Pacman should be yellow2) Pinky should be pink3) Blinky should be red4) Inky should be blue/cyan5) Clyde the glide should be orange
As a fruit, I will spawn randomly and grant different rewards for the type of fruit I am.	<ol style="list-style-type: none">1) The user's score should increase when Pacman eats the fruit2) The fruit should visually disappear when eaten3) After every game, the fruit spawn location should be different (unless by chance otherwise)