	PAC-MAN PROJECT
	build a frame with a maze
	Set Pac-man lives configurable (3)
	start Pacman at a specific positions
	· start moving when key is pressed > event
	make Pacman eat dots as it moves
	stop Parman at maze barners or at end of frame
event <	allow keystroky (-11->) to change parman direction
	create shosts that chase pacman (only I needed)
	· allow ghosts to take one life of Pacman on collision
	· terminate game when Pacman loses lives or all dots are eaten
	· tally all dots eater and show at top of screen
	· allow player to enter name & maintain score & all past scores 7 same to
	· allow player to enfor name a maintain score a mi post sext file
	Show Pacman lives at top screen position player walls beariers position (die on impad? name Frame Maze Pacman dinaton Ghost Player move drange spection move change specific m
	Lin a Conspication () () () () () () () () () (
1146	Frame Maze Pacman raination Ghost Player O-3
hile lives	move change direction more (chase) damage
" gok	Score [Dot] [Life] [File] [Game] [m]
ater	if Pac pos = = Ghost pas
	ScareBoard -1 life
	JO . Oberra
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Pac-Man Design [package com, ysf.cs] 20] allonger Tranel order somen Gameset - frame set Tsubclass Screen set set from name visible Screen Setting pused to trilled to possed byza bool up, downleft mant draw() Collision Check theck Black () KeyMovement - keyBrand () BlockManager L Hack Tond Block Imagel) inst Key Event Mont Kly Listener topust, character tond Mapl) hit Box topkight X, variables Topy, animation xpos was Bothomy speed name lives Block Character Fpnc images Tcollision divection image Littox XIT COLLI SION , hit Box Subclass Subdass servatures () KX Chost / set Values () Player load maguel) - loudimages () getLives() speed dopamage () (take Paragel) 4Pdatel) (collision Collisson Jet Courdin aty () Abot Placer place by Score board - drawl) - Suc - lives uphall) Monday collision drawl)

MAZE BUILDING using block vals through numerical input from text file, create/duan objects Lith collision Screensize: nows: 13 (additional now to give space at top to display lives (eff) columns: 12 Hock 0 --mayl - make all custom sprifes with pixel art awknund pixel gaps ex.) basic screen filling idea (bordard somen) 16 Twill be a gap have (add corner) screen shape, making obstacles [II] 4 127 5 16 7 50x Lshapl Shape T-shape any combination and be made, map completly generally from the value of the text'

DIRECTION MECHANIC (PACMAN)	7530049	MAMDAS
· X and Y positional variables for pacingn's position	A Comment of the Comm	
separate fac faces as GIF's so that he always eats (champs)		
PACUP, PACDOM		
each direction called haved on The	emina/	
actual position updates until wall or banier react	hed	
register inputted direction accident	sn a	
corresponding X or y input to each press		
Canosti e Played	[4.0]	The second secon

CHARACTER CLASS as a superclass method for both player & ghost dauses initialize introvolitional massles X141 initialize integer speed; initialize Buffirel Image (all Pac images); - 00000000 instalice string direction; Ebuild autom sprikes initialite animation Counter = 0, pixel-art style, I open intialize animation Mumber =1; month & I dosed per each direction 114port him, PLAYER CLASS extends CHARACTER speel, player (screwset, keyMovement) naming convention'. and > set Defaults (); direction pacul, UZ Up! load Player Image (); On Down'. Pacply D2 Stur Lett: pach1, L2 public void set Defaults () } get all Figst: pack1, R2 set X = 100; Sprite Set y to 100; mages set speed to 4; set direction to "right"; public void loadPlayer Image () { packl is set to Packliping pacU2 is set to PacU2 pag cont. catch (loExeption) { Henror statuent if pry fily one not found // cont.

on most page

PLAYER CLAST PT. 2	
both player i great annea	ist bedoon appropriate the Bress.
update() {	The without injusting a subotton
if (Icey entured is Up)	Laselle Constitue of Allini
direction set to "ap";	WI AS I'M CALLS TO BE SHOWN IN PROPERTY OF THE PARTY OF T
if (be entered is down)	CONTRACTOR
if Ckey entered is down) direction set to "down",	Us Received Anna Contract Services
of the sole of it told	" 15 mart mary marine same same
if (key entered is left)	
direction Set to "lefs";	
if (key infend is right) direction set to "right";	THE RESERVE OF THE STATE OF THE
altection Set to "right"	THE RESIDENCE OF THE PROPERTY
CIT TILL	
	- Charles Williams
54,19389 Long /	

IDEAS POR HOW ANIMATION OF PACMAN'S FACE CAN WOOK 1. Imageleons for each animation frame ex (pacUI, pacUZ) - Cycle between them if possible? 2. Imagelcons, import each direction as GIFS (PacUgit pack of, puch of, packgit - cons' Pac face always moving, never will stop champing even if standing still · regardles of strategy, movement / animation should function the same - < 1 > directional input should trigger the regretive directorial Pac Face 3500 timer of some sort required to cycle through animetrons automatically, instantiale Jana Timer or other timer method to trigger updates to the display?

package com-usf-cs112 import Scanner import JFrame public class GameSet { public static void main { display "Enter name, player: " initialize Scanner set and Initialize String name to user-inputted string set JFrame frame set frame to exit on close frame-set resizable to false frame-set title to "Professor Pac-Man" Screen Setting screen = new Screen Setting ()
frame.add screen to frame frame-set Visibility to true screen . selup Dots (); Screen . Start Thread();

implements Runnelle

public class Screensetting extends IPanela {

set final int oneghal Tilesize to 16

set final int seale to 3

set final int tilesize to OriginalTilesize × scale

set final int max Screen Column to 12

set final int max Screen Row to #=> 13 (gap at top for score & lives display)

set final int screenbroth to tilesize × Max ScreenColumn

set final int screenbroth to tilesize × Max ScreenColumn

set final int framesper Screens to 60

set int scree to 0

BlockManager blockm: new BlockManager()

Key Movement keyM: new KeyMovement()

Thread thread

Collision Creek co:= new Collision Check()

DotPlacer dp:= new Dotplacer()

Player player = new Player ()

Ghost Ghost = new Ghost ()

Ghost ghost 2 = new Ghost ()

Ghost ghost 3 = new Ghost ()

Dots dot [] = new Dots [150]

Screboord scomboard = new Scoreboard ()

set panel size to Dimmsion (screenwidth, screen Height))

Set panel background color to black

add Key Issuar to panel (keyM)

Set panel focusable

3

public void setup Dots () {
 dplacer place pots ()
 3

(class cont. on next)

Grow Splaces padroge com. usf. 9112 public class ScreenSetting (continued) public votal start Thread () { thread = new Thread thread. Start () play Music () 3 public void run () { set double draw Rate = 1000000000 / frames Per Second Set double next Draw Time to Systemmonobre G + draw Rate while (thrend is not equal to null) { player. update () apost. update () ghost 2 updake) ghost3 update () Scoreboard-updak () repaint () try & set double time Left to next Draw Time - Systm. noncoul) reassign timeleft to huckeft / 1000000 Thread. Sleep (time Left) perly next Doutine to next Drawtine plus drawlak } catch (Inmuphal Exception) { 3 suppose Stacktron **}**