PAC-MAN

~ A GAME FOR CONCENTRATION DEVELOPMENT

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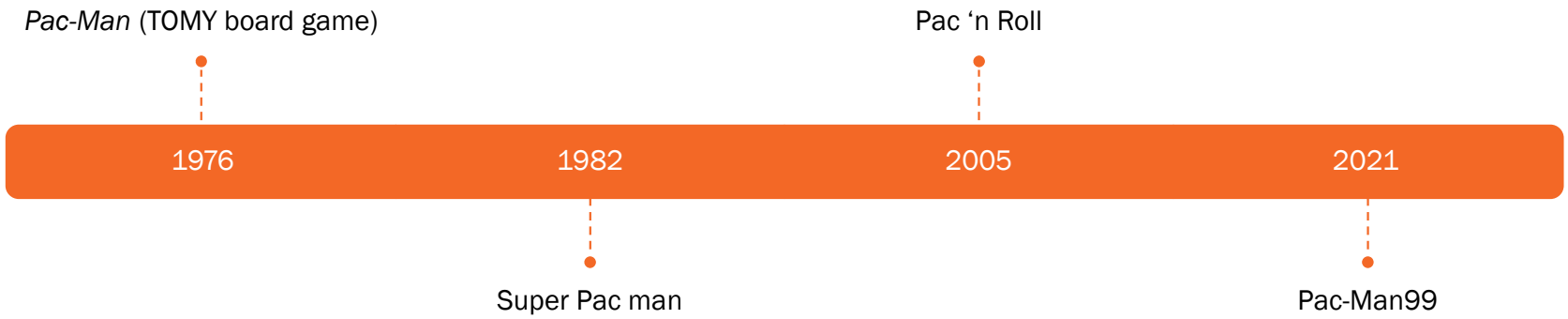
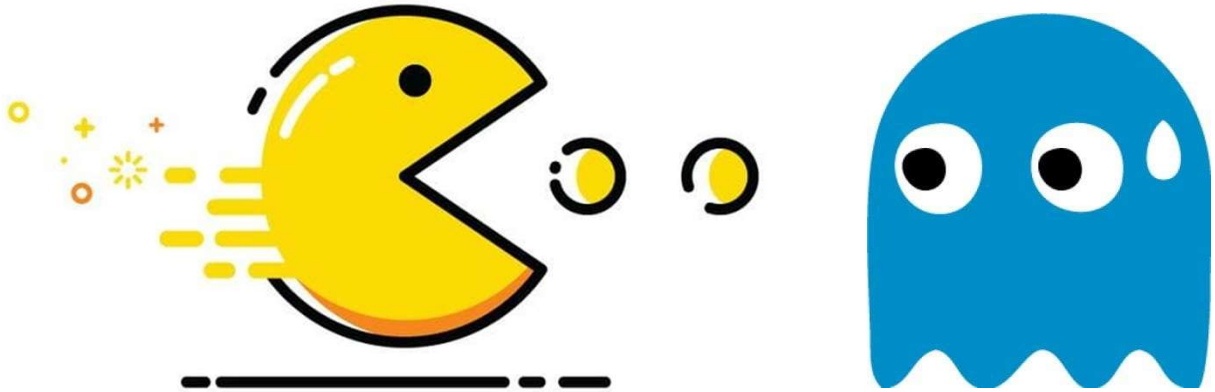
Timeline of Pac-man game



Abstract

This project discusses about the popular Pacman game using java. I built a simple Pacman implementation with the maze, a Pac-man and Pac-dots for the Pac-man to eat. For this, I've created a total of eight Pac-man images, one of which is displayed depending on direction with alternating open/closed mouth. The Pac-man moves around legal positions randomly and eats the Pac-dots. I added several ghosts. With checking to see if the game has ended (ghost catches Pacman or Pacman eats all of the dots) this second increment was completed. Although the most noticeable feature of the game is the graphics representation.



Introduction

The classic and enormously popular Pac-Man video game came out in Japan on May 21, 1980, and by October of that year it was released in the United States. The yellow, pie-shaped Pac-Man character, who travels around a maze trying to eat dots and avoid four hunting ghosts, quickly became an icon of the 1980s.

When we talk about arcade games, without exception we say the Pac-man game. In recent research's it shows that playing Pac-man is able to develop concentration and decision making speed. This project attempts to emulate human thought by to annotate Pac-man game Pac-man is a game in which Pac-man is an agent that eats the Pac-dots. Ghosts are agents that attack the Pac-man.The whole game is played in maze environment. In this project, I've designed agents for the classic version of Pac-man.

Existing system

- Less accurate
- Oldest game
- No online support
- No multiplayer
- Can crash a lot of time
- Can't save game the game score
- Basic Graphics (Low quality)
- becomes boring overtime

Proposed system

- Flexibility productivity
- Constant upgrades
- New hardware has been created for accuracy
- More graphics with modern consoles
- Addictive and fun competition
- More social interaction (multiplayer)

Software requirements

- Operating system :

  Windows XP /7/8/10 (32-bit or 64-bit)

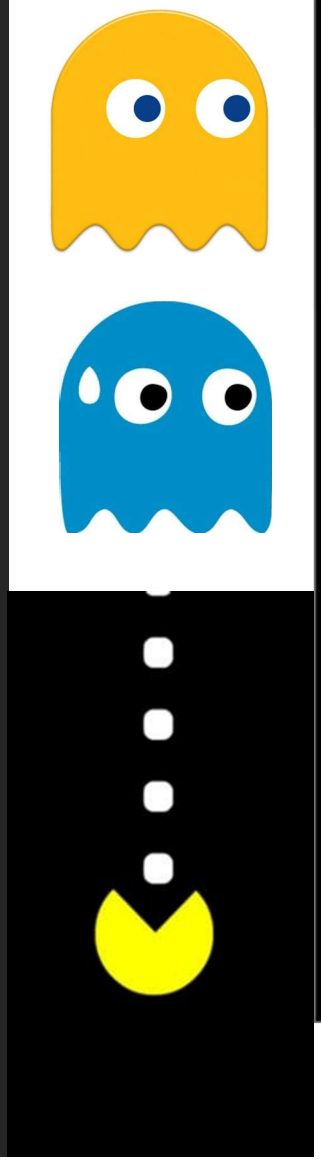
- Programming language : JAVA
- Java Version : JDK
- IDE used : Visual studio

Hardware requirements

- 2 GB RAM minimum, 8GB RAM recommended
- 1 GB of available disk space minimum, 4 GB recommended (500 MB for IDE)
- Processor : Intel dual core i3
- 1280 x 800 minimum screen resolution
- Sound Card: DirectX sound device

Conclusion

The player who succeeds in eating more dots by avoiding ghosts scores much points. The code I wrote is for desktop application. This can be extended and can be used in mobile applications so that it will be very flexible for the user to play the game. The project which I undertaken has helped me gain a better perspective on various aspects related to my course of study as well as particular knowledge of particular web-based applications.



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thank you !