

# Pac-Man Game Project

## Team Members:

1.Abhishek Kumar 24124003

2.Gourab Mandal 24124019

**Game Overview:** Pac-Man is a classic arcade game where the player controls Pac-Man, moving through a maze while eating pellets and avoiding ghosts. If Pac-Man eats a special fruit bonus, extra points are awarded. As the score increases, the game becomes more challenging with increasing speed.

**Features:** - Classic Pac-Man movement mechanics

- Ghost AI for challenging gameplay
- Fruit bonus awards 10, 20, or 30 points
- Speed increases as score grows
- Pause and Resume functionality

**Tech Stack:** - Java (Core Java, Object-Oriented Programming)

- Java Swing and AWT for UI
- Timer for game loop and animations

## Individual Contributions:

### Abhishek:

- Designed the game map and layout
- Implemented game loop and rendering
- Developed ghost movement and AI

### Gourab Mandal:

- Implemented Pac-Man movement and collisions
- Developed fruit bonus system (without Random class)
- Managed game scoring and speed adjustments

- Added Pause and Resume functionality

**Shared Work (Both Members):**

- Game timer, updates, and rendering
- Debugging and optimizing gameplay mechanics