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Individual Report

In this project, I have been able to learn to implement everything I have learned throughout the semester and more. Mainly, the 3 basic pillars of this project have been the OOP aspect (classes), the visual and interactive aspect (SFML), and linking these two aspects together in the main function. Working on this project, I have learned the importance of splitting a big task into multiple smaller ones, and distributing them over the group members, as it made working in this project much less difficult than anticipated. Besides what I have learned in class, online resources were extremely useful to me through the building process of this project,as they gave me more options to explore during implementation. During the outline creation process, all members shared their ideas into how the classes for the project should be formed and based although they were eventually changed. Before switching to another group, Youssef laid the basis with making the maze and the class pacman. My work came after to develop this work into a fully functioning game. In SFML, I created the main menu of the game, which takes X to start the game. I also created all the textures in the game such as: pacman, ghosts, pellets and the wall borders. I also displayed a running score counter to increment 50 points with each pellet eaten. In the OOP (Classes), I created the ghosts parent and child classes (although I could not properly implement their movement), the menu class and the pellets class, along with their member functions and algorithms. In the main function, I implemented all the functions which were in the classes I created. All in all, I feel like I benefited greatly from my experience in this project due to the large part I contributed to and the challenges I faced. Thank you for a fruitful semester despite the hardships and unfortunate situation the world is in.