**Assignment 2, Pacman game, Nikita Mogilevskii**

**Design Document**



**Expected design**

Game map size is 20x20 blocks with the walls, entities and kibbles. Interface includes pause button, score number, number of lives and instructions for playing.

**Classes**

**Entity** - class which helps to create entity with parameters such as:

- *name* [name of the entity]

- *movementType* [movement parameters]

- *controlType* [who controls the entity, computer or player]

- *appearance* [pictureBox]

- spawnLocation [location of the spawn point]

- entityAI [artifical intelligence of the entity]

**Engine** - class which controls the game parameters such as:

- *score* [player's score]

- *lives* [player's lives]

- *kibbles* [amount of kibbles]

- *ghouls* [ghouls alive]

- *gameStatus* [play/pause]

- *restart* [restart if needed]