CIS 269

Week 6 Project

Spring 2018

Theresa Dew

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Changes We Made:

* Changed point value of the pellets to y = 5x + 5, where x = level number and y = pellet points.
* Ghosts’ colors were changed to different shades using MS Paint 3D to keep transparent backgrounds.
* Another ghost, Pinky, was added to the game.
* A sound effect is played when Pacman loses a life.
* When Pacman dies, the game is effectively “paused” for a moment, Pacman is moved back to the starting position, and Pacman and all ghosts are redrawn, which causes them to blink. This in combination with the sound makes it obvious to the user what has just happened without being overly disruptive.
* Another level was created and added to the game. Game cycles between levels using modular arithmetic based on current level number.
* Github accounts were created to use for this project, and a repo was created for the code: <https://github.com/jmSPSCC/CIS269week6Proj>. Both the command line and the Team Explorer GUI built into Visual Studio were used for this in order to get more experience with both.