

Pacman 3D

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Abstract

We created the classic video game Pacman in 3D using ThreeJS. This is a first-person experience where the player follows Pacman as he navigates the maze, collecting pellets and avoiding ghosts.

Introduction

Goal

What did we try to do?

Who would benefit?

Previous Work

What related work have other people done?

When do previous approaches fail/succeed?

Approach

What approach did we try?

Under what circumstances do we think it should work well?

Why do we think it should work well under those circumstances?

Methodology

What pieces had to be implemented to execute my approach?

For each piece...

Were there several possible implementations?

If there were several possibilities, what were the advantages/disadvantages of each?

Which implementation(s) did we do? Why?

What did we implement?

What didn't we implement? Why not?

Results

How did we measure success?

What experiments did we execute?

What do my results indicate?

Discussion

Overall, is the approach we took promising?

What different approach or variant of this approach is better?

Ethical concerns (see above).

What follow-up work should be done next?

What did we learn by doing this project?

Conclusion

How effectively did we attain our goal?

What would the next steps be?

What are issues we need to revisit?

References