Carnegie Mellon University

Porting Pac-Man: Final Delivery

[Strange_Team_Name_Here]

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Why Pac-Man?

- Provides a challenge that is focused on background computation over visual complexity

- Implementing path-planning algorithm for each type of ghost

- Who doesn't love Pac-Man? It's legacy must live on!

Program Objectives

Primary Goal
- Replicate Pac-Man gameplay, functionality, and visualization ✔

Stretch Goals
- 2-Player mode with Ms. Pac-Man ✗
- Visual Game Versioning (ie. Pixelization) ✗
- New ghosts with different behaviors ✗
- New maps ✔

Component Decomposition

- Pac-Man - Rishi Basdeo
- Ghosts - Ryan Tarr
- Map Generation & Score Tracking - Shreyas Misra
- Sprite Rendering & Animations - Akshay Antony

How To Play

1. Press Play on Startup to Begin!
2. Use Arrow Keys to Navigate Pac-Man's Maze!
3. Press Escape to Quit, or Space to Pause!

(Press +/- to Change the Volume)

Visual Comparison