

Timeline for Pacman game

5 people, 1 leader

Roles:

1. (leader) overall design (layout/map)
2. Program player (Pacman)
3. Program Ghost (randomizer)
4. Program collision detection
5. Program scoring, sounds

Day 1-2

- Create plot diagram
- Create program for bugs, pacman
- Create code for flowers (small+large)
- Start map layout

Day 3-5

- Finish Map
- Add flower
- Placement of flower

Day 6-8

- Randomizer for large plant placement
- Pickup for flower
- Bugs movement
- bugs cage (timer)

7-9

- Tracking for bugs
- Collision code
- Lives system

10-12

- - Score
- Finalize flower code

13-15

- Color change for bugs

- Color Change for Pacman

16

- Finalize bugs