MULTI PAC-MAN

1 INTRODUCTION

The project proposed by the students is a Python recreation of the classic hit game Pac-Man, but with some twists from other classic video games. The students also propose the usage of the Python library "Pygame" alongside the lessons of the course program, to improve the graphics for the game.

2 BACKGROUND OF THE STUDY

The popularity of gaming applications are increasing quickly along with the development of more advanced technologies and gadgets. Different types of games have also emerged virtually and physically, games can now be played in our gadgets such as laptops, tablets, and even mobile phones instead of going to game arcades or game machines. Modern gaming applications teach the brain to concentrate and think quickly in addition to providing amusement. These applications are not something that most people are familiar with (Wulandari & Harnadi, 2014). The gaming industry has truly evolved throughout the years and has attracted many gamers of all age groups, including adults and children.

3 PROBLEM STATEMENT

Different versions of the classic Pacman can be played on different machines as well as different devices, a modified version of the game will be developed in python language to allow python users to enjoy the game as well as enable them to try out a revamped version of Pacman.

4 OBJECTIVES

- To utilize the Python programming language in replicating the Pacman game, especially its object-oriented programming.
- To implement different concepts of the Python language in replicating the game.
- To provide a unique new experience in playing the game Pacman.
- To design a multiverse-like themed maze, with different game universes serving as the other textures.

5 METHODOLOGY

The project made use of the base concepts of the Python programming language combined with the library Pygame.

Conceptual Framework

Hierarchy Chart

Flowchart

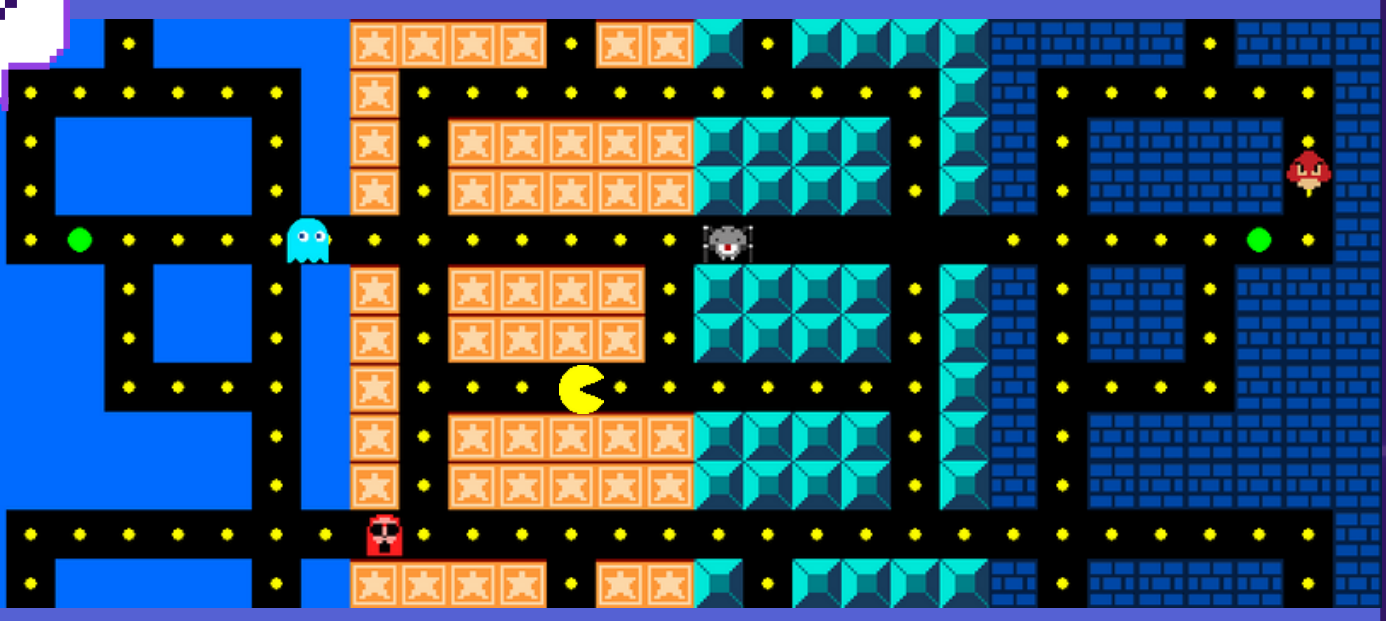
Gantt Chart

Activity	Team Member Assigned	Month	March				April			
		Week	1	2	3	4	1	2	3	4
		Day	28-4	5-11	12-18	19-25	26-1	2-8	9-15	17-21
Initial Project Proposal	Tabanao, Tiu		xxxx	xxxx						
Final Project Proposal	Tabanao, Tiu				xxxx	xx				
Game Mechanics Development	Tabanao, Tiu						xx	xxxx	xxxx	
Game Coding	Tabanao, Tiu							xxxx	xxxx	xxxx
Game Design	Tabanao, Tiu							xxxx	xxxx	xxxx
Project Document Review	Tabanao, Tiu								xxxx	xx
Demonstration	Tabanao, Tiu									xx

6 DISCUSSION OF RESULTS

The images below show the game windows that can be played in our program. Though the game is similar to regular Pacman game, it still deviates in some areas.

6 DISCUSSION OF RESULTS



Disclaimer: Image for illustrative purposes only, showing four of the seven possible maze themes in the game. Each gameplay will only feature one game universe in its theme.

7 FUTURE DIRECTIVES

Different versions of the classic Pacman can be played on different machines as well as different devices, a modified version of the game will be developed in python language to allow python users to enjoy the game as well as enable them to try out a revamped version of Pacman.

Infographics by

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