Project Report

Introduction:

Our project is based on JavaScript using the Canvas framework.The base code is in the HTML language.

Problem Description:

The main motivation behind this project was to learn JavaScript.We thought of designing a pacman game.We instead designed a new game.

Game Description:

1. The player can choose the configuration of the grid using the mouse.(i.e by clicking on the screen)
2. The color of the cell on which the user clicks, changes from white to black and clicking on it again returns the original color.
3. The yellow Pacman icon can be moved inside the configured grid using the arrow keys.
4. The objective is not to completely enter a black cell in which case the game terminates.

Conclusion:

1. We learnt a new language and it's implementation.
2. We learnt to stand by each other during crisis.

Team Members:

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