# **Peckman Project Plan**

# Submitted to**: Mr. Peck**

# Project Manager**: Marcus Pearce**

Date: May 1, 2017

Project Overview A game similar to Pac-man in gameplay with extra features (different maps or new items).

Project Team Marcus Pearce (Project Manager), Justin Hu (Leech), Vincent Hwang (Coder)

Challenges None of us have used the Greenfoot environment before, so it may take some time to adjust and learn how to use it. Also, we want to eventually incorporate animations, something only Vincent is familiar with. We also need to learn how to make the separate characters, or objects, interact.

# Major Tasks and Schedule{Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| Task | When (Do by) | Responsible |
| Learn how Greenfoot works | 5/1/17 | Everyone |
| Preliminary Code for “Pac-man” | 5/15/17 | Marcus |
| Preliminary Code for Ghosts | 5/15/17 | Justin |
| Preliminary Code for Map | 5/15/17 | Vincent |
| Put 3 Components Together | 5/19/17 | Everyone |
| Debug | 5/30/17 | Everyone |
| Presentation | 6/1/17 | Everyone |