

# Planning

## Defining the Problem

The client (myself) wants to create a Pac-Man game this is open source and displays a screen with a maze and dots and the ghosts and Pac-Man which is critical to the Pac-Man game. The program will be able to run the game and shows a screen where Pac-Man can move around by clicking the arrow keys.

## Rationale

It will familiarize myself with java and created games to prepare myself for my future in video game design and programming because ever since I was little, I was always fascinated with making games and becoming a computer programmer, immersed in the world of computers.

## Success Criteria

1. Application is able to display the images and maze using a GUI format.
2. Application is able to have the ghosts and Pac-Man move around the screen. Ghosts move in a seemingly random direction while Pac-Man moves via the arrow keys on a keyboard.
3. Application is able to give Pac-Man more than one life and has an introduction screen.
4. Application resets itself once either all of Pac-Man's lives are lost or Pac-Man is able to collect all the dots on the screen.