Resources and Citation

In order for me to even begin making this Pacman program, I had to remember all the basic functions of how Pacman works. So thus, I just played a simple game of Pacman found on google to remember that I need some animation with the Pacman opening and closing his mouth, along with random movements of the ghosts and Pacman collected dots around the screen for points. This game can be found simply with any google "Pacman game" search but here's the website I used:

https://www.google.com/logos/2010/pacman10-hp.html?hl=en

Once I knew the basics of the game, I saw that I would probably need to use a GUI in order to render all the animation and images of the game, so I had to refresh my memory of how to make a GUI which I simply did through TutorialsPoint.

https://www.tutorialspoint.com/java/index.htm

A few other things I had to refresh my memory on was how to put images inside a GUI application. My teacher recommended that I used ImageIcon to just drop images onto the screen instead of trying to draw anything. So I had to figure out what that was and how to use it.

http://zetcode.com/java/imageicon/

Throughout me coding the game, I figured out there was a lot of things that I had forgotten that were needed in a GUI application and in an application like Pacman. So I needed to refresh or just straight learn how to use some methods and other things. These include: addNotify() method, fonts along with font metrics, double buffering, setFocusable() method, and key events which would be needed for moving Pacman around on the keyboard.

https://stackoverflow.com/questions/10170698/what-is-an-adapter-class

https://stackoverflow.com/questions/13533344/double-buffering-in-java

https://stackoverflow.com/questions/14095018/setfocusable-method-or-focusing-components-java

https://stackoverflow.com/questions/7071757/keylistener-keypressed-versus-keytyped

https://docs.oracle.com/javase/7/docs/api/java/awt/event/KeyEvent.html

https://www.programcreek.com/java-api-examples/java.awt.FontMetrics

http://flyingjxswithjava.blogspot.com/2014/01/what-does-addnotify-do.html

https://blogs.oracle.com/corejavatechtips/using-enhanced-for-loops-with-your-classes

Finally, I guess to mention is how I got some of the different colors I used for my game. I just simply used adobe color. And the images I used for the ghosts and Pacman were just found with a simple google search and then I just resized the images to fit the dimensions I set for the maze.

https://color.adobe.com/create/color-wheel/