



PAC MEME

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Group Members

Natalie Boardway: Co-lead software developer

Jon Griesen: Project manager, documentation lead

Nate Stern: Diagram / artifact lead

Nicholas Reitz: Co-lead software developer



Introduction

Meme-based approach to Pac-man

- Mechanically similar -- move character and collect dots, fruit, power-ups
- Power-ups enable character to “eat” ghost-memes

Memes everywhere

- Sprites are memes
- Menus are memes
- Even the memes are memes



Project Changes / Updates

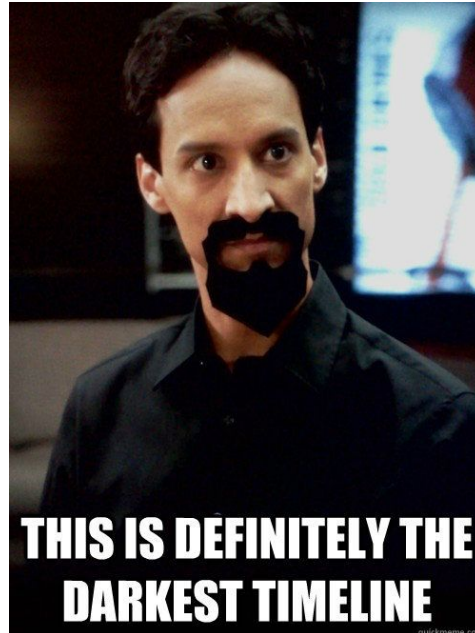
During our midterm presentation Link showed up on the screen (and that was it)

Now:

- Link moves
- We have walls, fruit, dots, power ups, ghosts
- COLLISION DETECTION! Can collect collectables, interaction with ghost depends on power up state
- Tracks/ displays score and saves if it is in the top ten
- Tracks Link's remaining lives
- Ability to view high scores and what controls can be used during gameplay

Timeline Goal Overview

- Met most goals
- Were not able to work on enabling ghost movement, changing the difficulty or creating multiple levels



Change Management Plan

- **Convincing Potential Adopters**
 - Rational-Empirical Approach
 - Advantages relative to competitor offerings
 - Gaming industry considerations (coercive approach drawbacks)
- **Integration Approach (The Case for Pac-Meme)**
 - Ease of Use
 - Gentle learning curve
 - Engaging gameplay
 - Dank memes
- **Training Availability**
 - README.md (running & general usage)
 - In-Game Instruction (controls & menu navigation)
 - Online training videos (gameplay mechanics & strategies)
- **Ongoing Refinements**
 - Technical Advantages (scalability & OOP)
 - Adopter feedback & suggestions (online forms)



Installation and Deployment

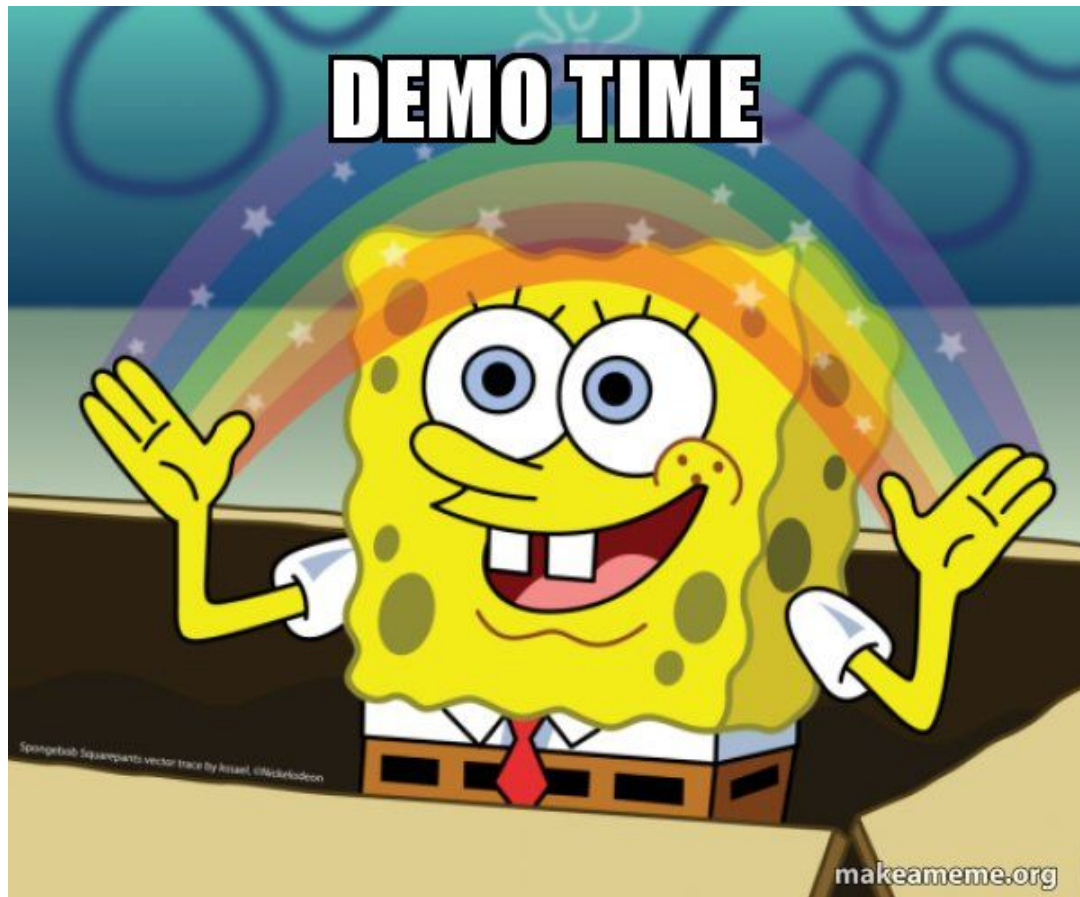
Prerequisites

- Players will need a copy of an IDE
 - We recommend using IntelliJ IDEA Community Edition
- Players will also need a Java SKD
 - Under **Project** settings click **Add SKD** and then **Download JDK**

Run Instructions

- Download or clone the Moot Floating Point GitHub repo
 - After downloading it open an IDE and open the Moot Floating Point folder
- Right click on the PacMeme file and click **RunPackMeme.main()**

DEMO TIME



SpongeBob SquarePants vector trace by Azzam, ©Hickelodeon

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