

Project Name: PACCCMAN

Team Members: Shawn Jones, Daniel Ramirez, Ai Tran

Work Done:

Shawn: Start-game screen design, maze population functionality, adding ghost visuals, pre-game to main-game transition.

Daniel: Pellet population, Ghost and Player Movement, added scoring update to GUI, added 'game over' functionality, main game script.

Ai: Player class initialization, Enemy class initialization, game event manager initialization, maze initialization

Changes or Issues Encountered:

We have encountered some bumps on the road in trying to get our repository configured for everyone to be able to contribute, but have figured it out.

Finding adequate ghost .png files.

Patterns:

So far we have mainly implemented the Strategy design pattern and Singleton design patterns. Next we will implement a Decorator to support the Pac-Man 'Power Up' functionality, where his speed and visual icon will be altered.

The Singleton functionality is great, to ensure that we have one object tracking the scoring, and the Strategy pattern has been serving to ensure we have a codebase that can easily be navigated and edited without worrying about decreasing the over-all functionality of the scripts.

Work To Do:

- Add Power-Up functionality
- Add Pac-Man and Ghost Picture Art

- Set-up Ghost re-spawning functionality
- Add 'Lives' functionality
- Add Pausing functionality
- Add Save Username and Score functionality (saving to CSV file)
- Update README.md