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Project Description:

This is the “pacman” game where a player called pacman chasing food bullets where some other ghosts chasing him. The target is to pick up all food bullets before it dies after three intersections with any ghost.

Classes Description:

The project includes three main classes which are “Game”, “Player”, “Ghost”. The Ghost inherits from the Player class and the Game includes the Player and the Ghost as composition. The main function of all classes is the “StartGame” function lying in the Game Class. This is where everything starts.

FrontEnd:

- Textfile -> Shawwa && Mahmoud
- Code -> Omar

ClassDesign:

- Zoom meeting.

Algorithms:

- Game → Mahmoud & Omar
- Player: --→ Omar & Shawwa
- Ghost: ---→ Mahmoud (Path finding)& Shawwa

Bonuses:

- Using Sprite Shapes.