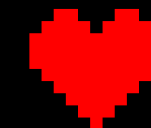
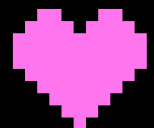


WELCOME TO OUR PROJECT

START!



INTERNATIONAL UNIVERSITY



OOP PROJECT



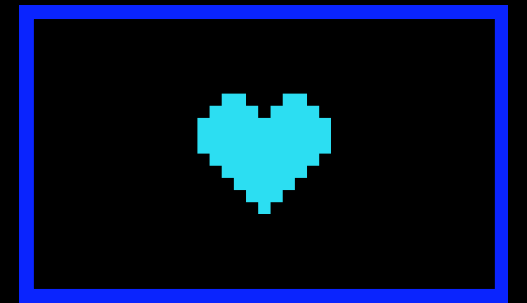
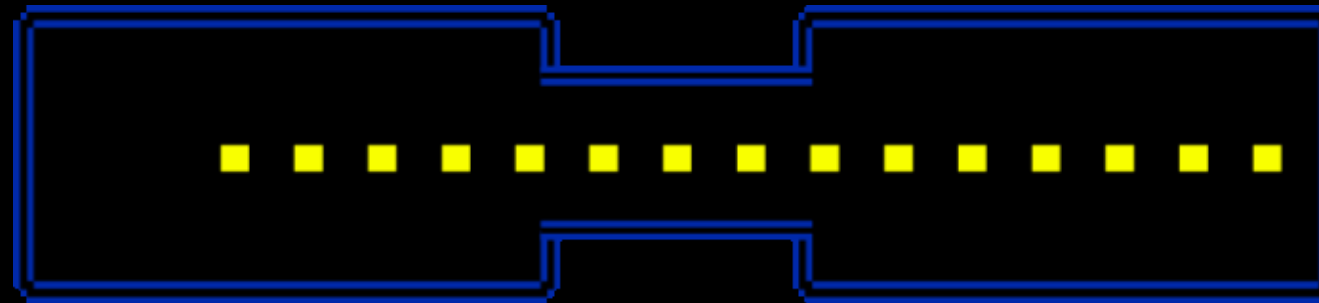
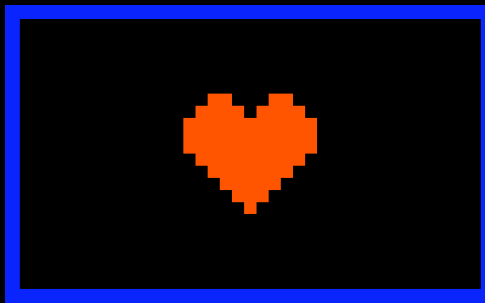
# TEAM MEMBERS

ĐỖ DƯƠNG THỊNH

HOÀNG VĂN MẠNH

NGUYỄN XUÂN VINH

BÙI GIA PHÚ



# INTRODUCTION

## 1. Pac-Man's Timeless Legacy:

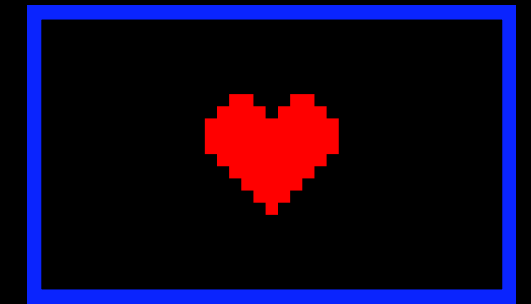
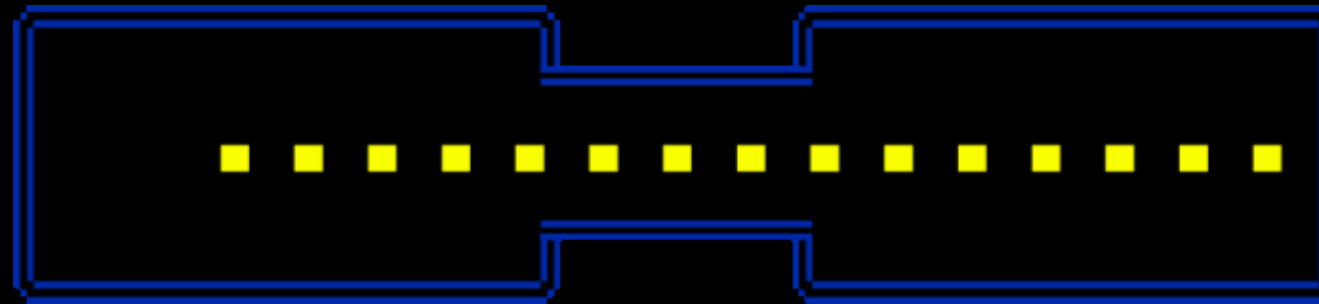
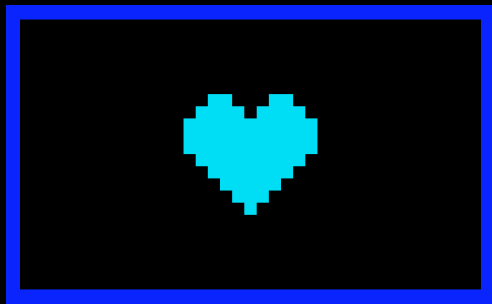
- Description of Pac-Man as a timeless symbol in the realm of video games.
- Emphasis on Pac-Man's global recognition since its debut.
- Mention of adaptations across diverse cultures.
- Pac-Man's secure position in the annals of gaming history.

## 2. Origins and Release:

- Pac-Man originated from Toru Iwatani's creative mind.
- Released by Namco in 1980.
- Pac-Man quickly evolved into a cultural phenomenon.
- Maintains its status as a beloved classic.

## 3. Team Perspective

- The aim is to infuse new dimensions of challenge and enjoyment for players.
- The project also intends to pay homage to the enduring legacy of Pac-Man.



# GAME RULE

## 1. Objective:

- Guide Pac-Man to eat dots, avoid ghosts, and score high.

## 2. Maze Challenges:

- Navigate dynamic mazes, avoiding ghosts for added challenge.

## 3. Starting Points:

- Begin with a set number of points (e.g., 0 points).

## 4. Pac-Man's Actions:

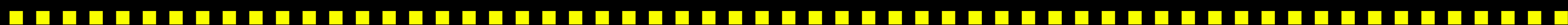
- Control Pac-Man's moves, collecting points by eating pellets.

## 5. Game End:

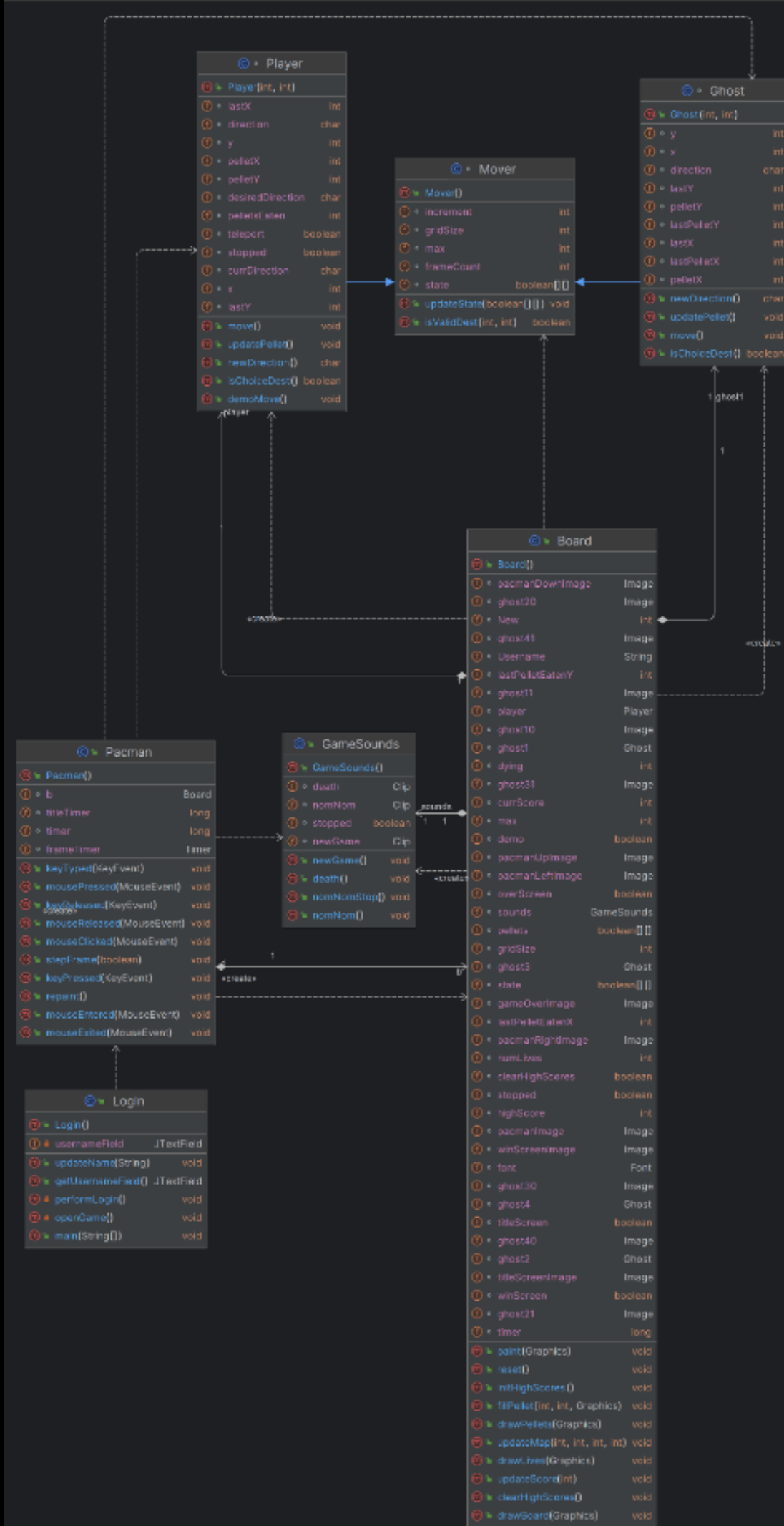
- Continue until achieving the highest score or running out of points.

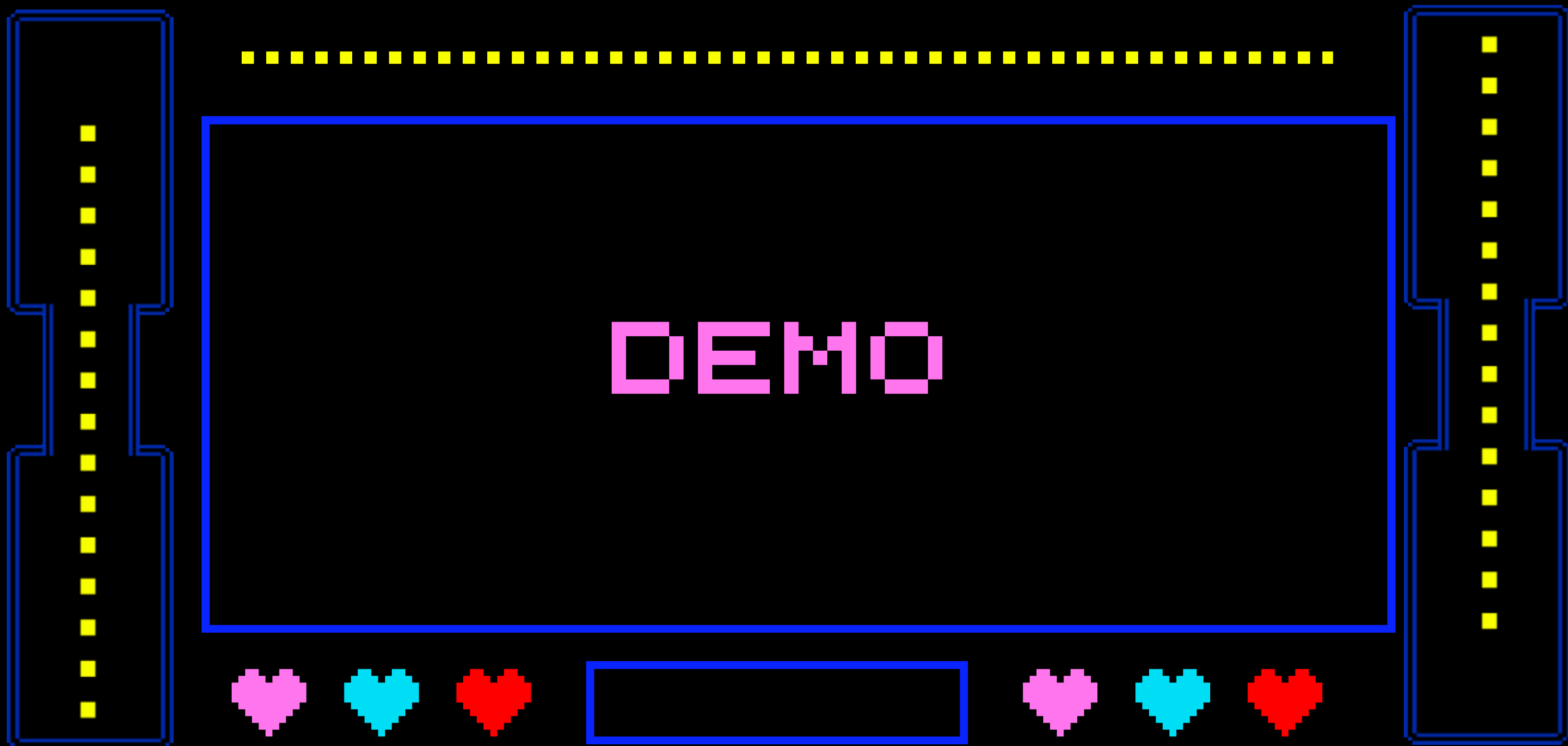
## 6. Victory:

- The player with the top score emerges as the Pac-Man champion.



# UML DIAGRAM







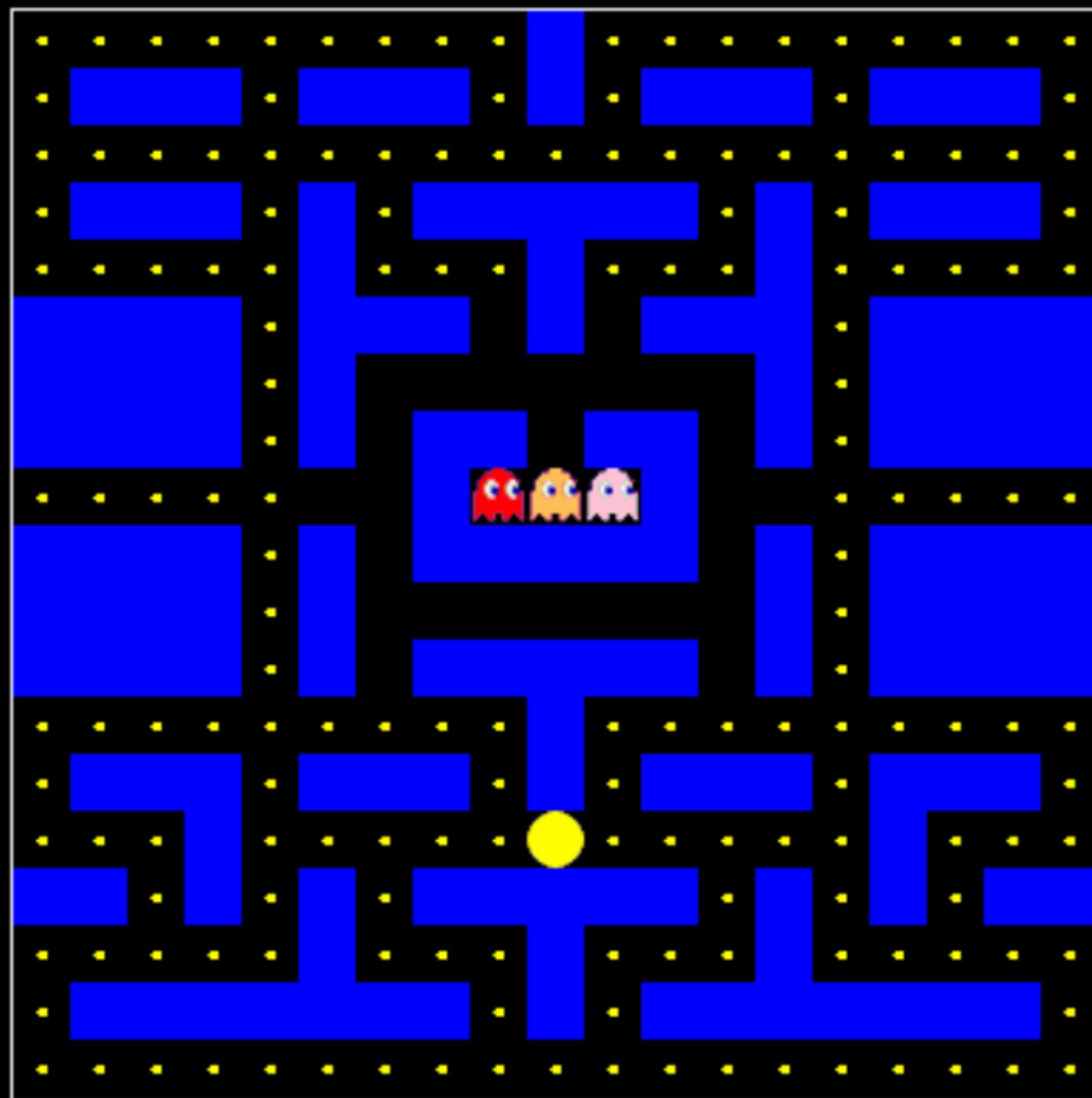
TM

USERNAME:

ENTER



Score: 0 High Score: 0



Reset

Clear High Scores

Exit



# REFERENCES

## sucmanhtinhban/ pacman\_provip



Project Object Oriented Programming of IU  
Students



3  
Contributors



0  
Issues



3  
Stars



1  
Fork

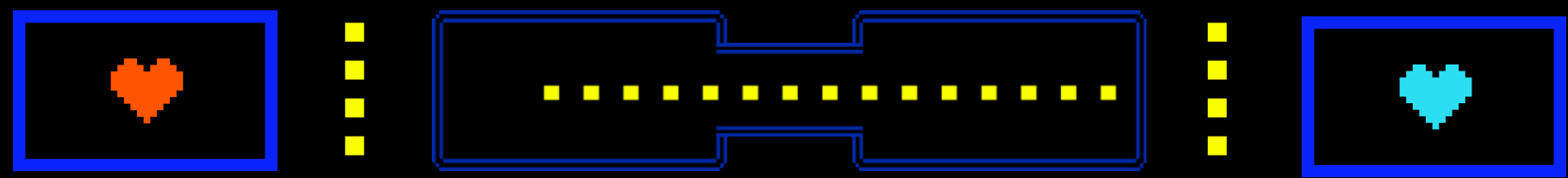


### **sucmanhtinhban/pacman\_provip: Project Object Oriented Programming of IU Students**

Project Object Oriented Programming of IU Students - GitHub -  
sucmanhtinhban/pacman\_provip: Project Object Oriented Programming of  
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THANK  
YOU

END