



PACMAN PLUS

PRESENTATION

ARE YOU READY?



TEAM MEMBER

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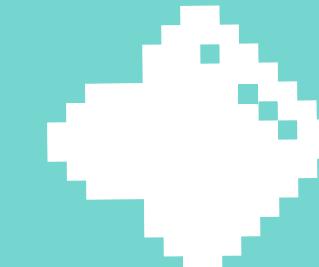
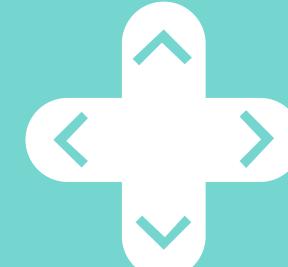
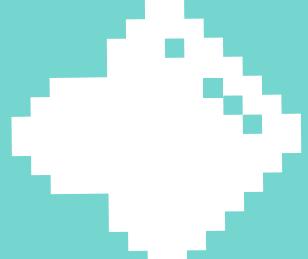
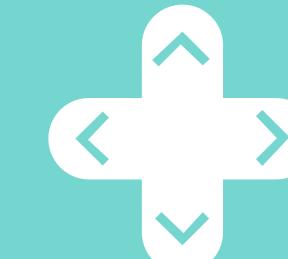


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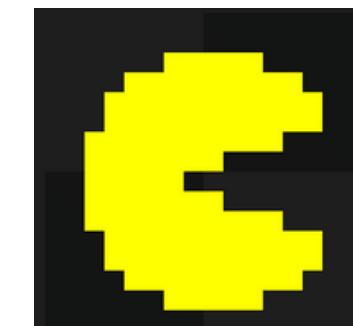
INTRODUCE

RULE AND GAME PLAY

ALGORITHM AND
TIME COMPLEXITY



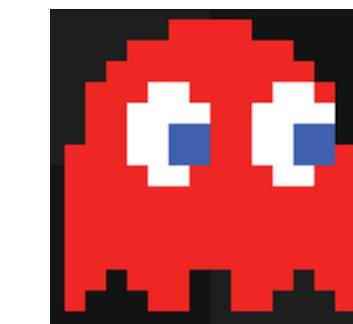
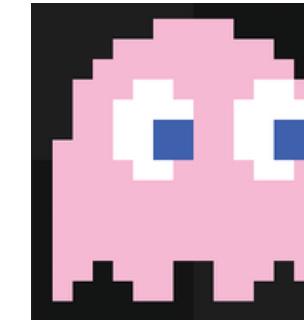
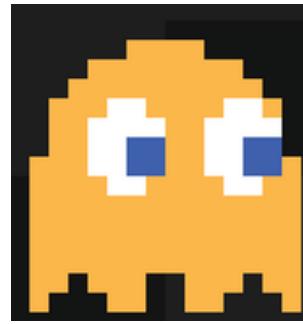
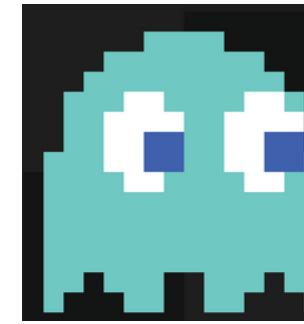
INTRODUCTION



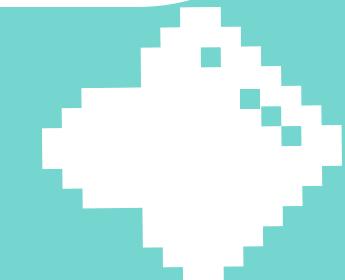
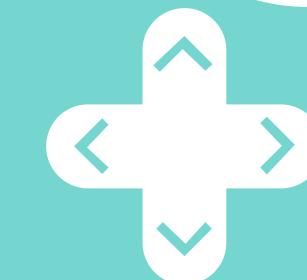
PACMAN



INSTRUCTOR



GHOSTS

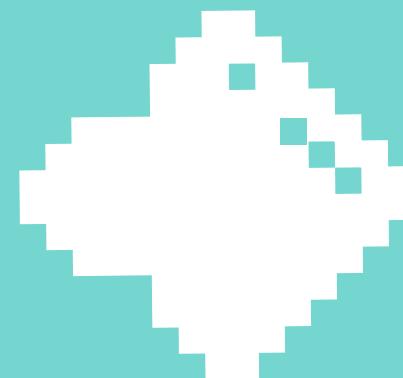
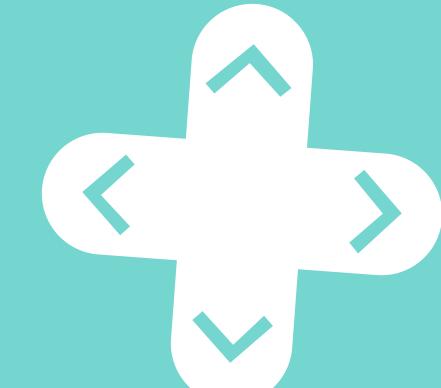


 CONTROL PAC-MAN TO FIND THE CHEST, DEFEAT GHOSTS TO EARN HEARTS

 ATTACK GHOSTS USING THE SPACE KEY.

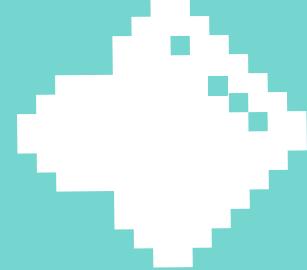
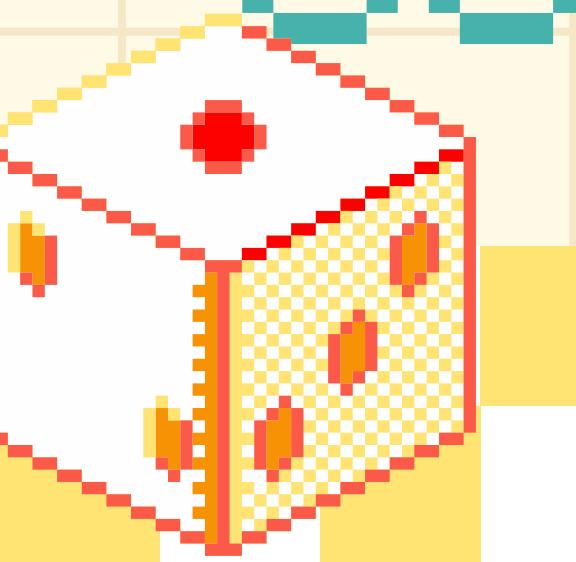
 CONTROLS: W/A/S/D TO MOVE, SPACE TO ATTACK, ENTER TO TALK, ESC TO OPEN THE MENU.

GAME RULES



NEVER HAVE I EVER

ALGORITHM
AND TIME
COMPLEXITY



NEVER
I HAVE





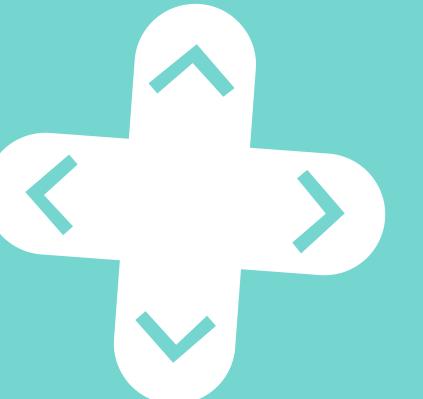
ARRAYLIST



**BREATH_FIRST
SEARCH(BFS)**



ALGORITHM





WHY WE USE "ARRAYLIST"

NEVER

I HAVE

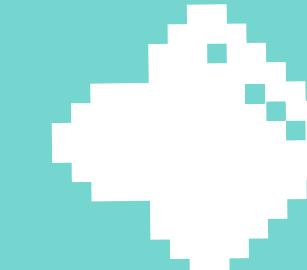
DO NOT KNOW NUMBER
PROJECTILE

MANAGEING VISUAL
EFFECT

TEMPORARY LIST

NEVER

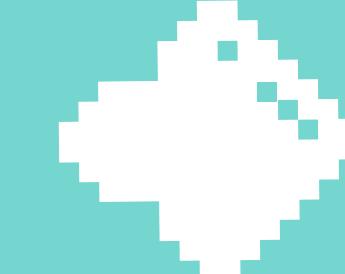
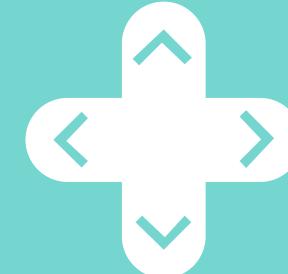
I HAVE



TIME COMPLEXITY

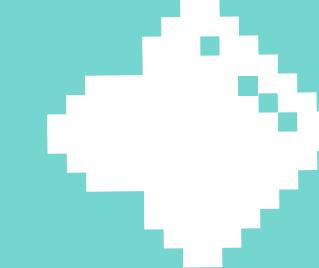
NEVER

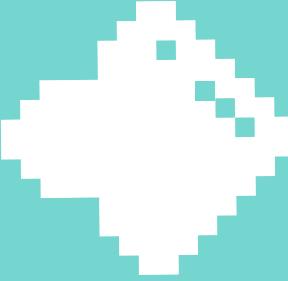
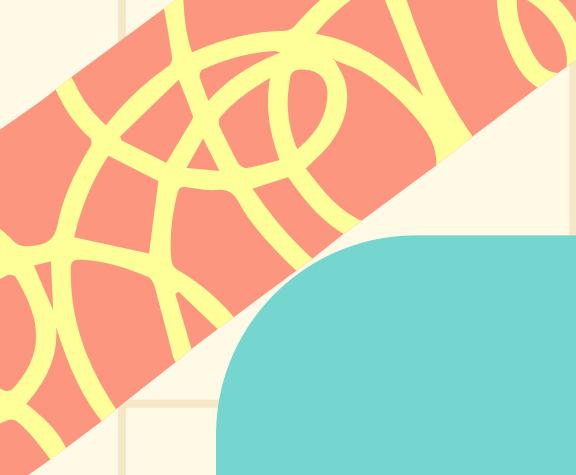
I HAVE





BREATH-FIRST SEARCH





**THE SHORTEST PATH FROM
GHOST TO PLAYER**

**START WITH VISITED MAP,
QUEUE FROM GHOST**

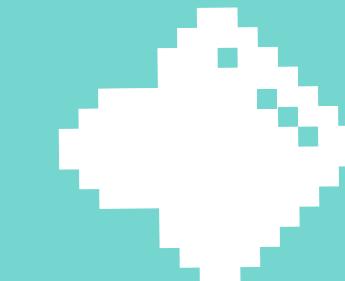
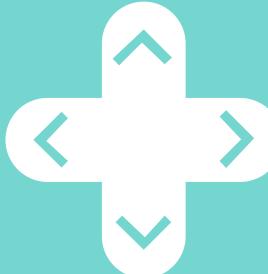
**BACKTRACK USING PARENT
TO FIND NEXT MOVE.**

TIME COMPLEXITY

$O(V+E)$

V:NUMBERS TILES IN MAP

E: NUMBERS EDGE- EVERY TILE HAVE 4 EDGES





THANK YOU FOR LISTENING

SEE YOU AGAIN!