

## **SI@UCF Mobile Development**

### **Homework Assignment: *PacMan Edit***

#### **pacmanWithSoundsAndObjects.java**

This was the example covered in class today, built for the last few days. For this program, you will write a very simplified version of PacMan.

Here is what your version should allow:

PacMan starts at the top right corner and can be controlled, using keys.

Fruits are randomly located on the screen, each worth some number of points (which you pick). Once the game starts, the fruits will move in the same direction, wrapping around the screen (so their behavior is very predictable).

Ghosts will be randomly placed on the screen and be programmed to move towards Pac Man.

If a Ghost runs into PacMan, the game is over. The user's final score is the sum of the points of the fruits she has collected.

If PacMan eats all of the available fruit without a ghost touching him, then a new round begins with the same exact set up.

#### **Optional Edits**

Different levels with different numbers of ghosts, different fruits, different speeds of ghosts, etc.