Pac-Man – Specifications

- what counts as an appropriate speed for the ghosts and Pac-Man?

  - The program should run at a reasonably playable speed, so choose the speed of Pac-Man and the ghosts and the "powered up" duration accordingly.

    – try playing the game – do they move too fast to be able to control/avoid very well, or so slowly that the game is easy or boring?
    – run the demo and aim for something similar

Pac-Man – Specifications

- extra credit: what does "more elaborate graphics" mean? what exactly should be enhanced?

  - [small/medium] More elaborate graphics.

  – the requirements for appearance allow for a lot of simplification – make things look more like the original game, or get fancier than that (be creative!)
  – going beyond what has been covered in class counts more
    - e.g. polygons, fonts, images, creating your own colors (section 6.2) or fancier strokes, paints, and transforms (section 13.2-1-13.2.3)