

CS 230 Lab 10 - Pacman V

Assigned 10/28/09

Points 20

Purpose

The purpose of the lab is to build upon the previous version of Pacman.

Implementation

The application will complete your implementation of Pacman by:

- Including the basic game features of the game
 - Switch between pursuers
 - Random appearance of cherries
- Provide a dialog box that allows customization of the game
 - Game speed
 - Background color
 - Dot color

Use the Visual Class Editor to create the dialog box.

Demonstrate your application to me before turning in a copy of your source code.