

# CS 230 Lab 6 - PacMan I

Assigned 9/23/09

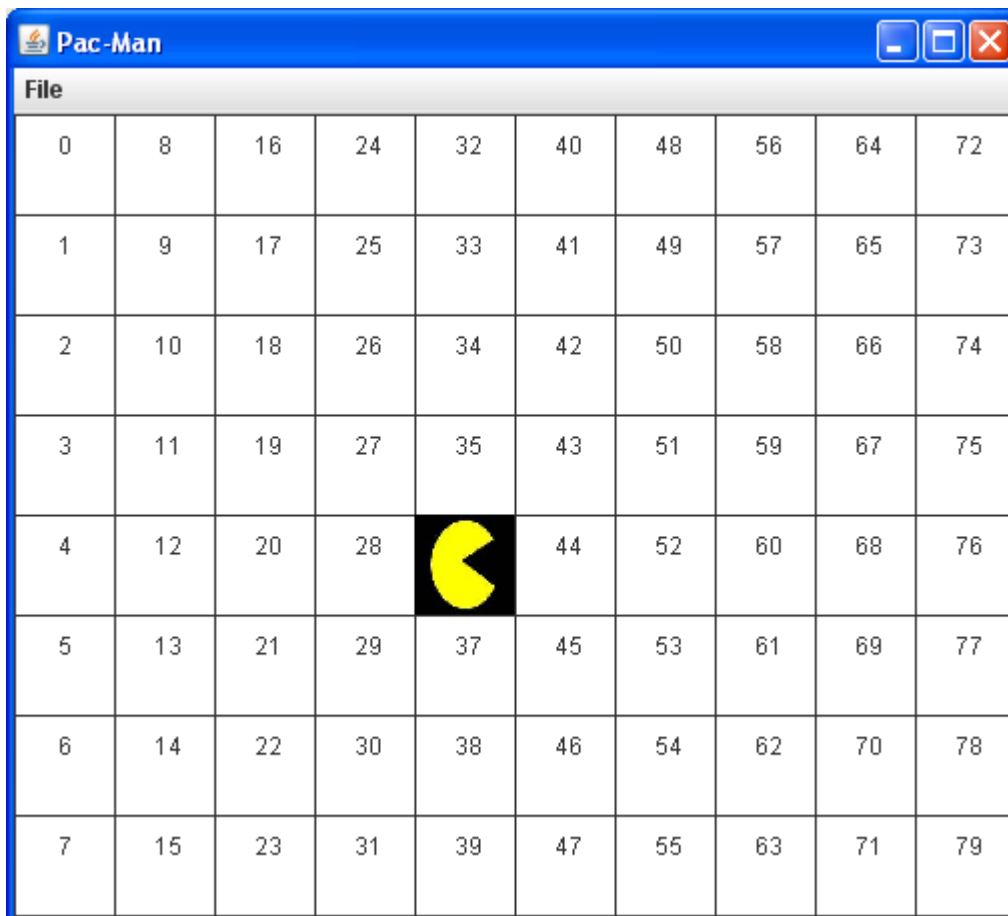
Points 20

## Purpose

The purpose of the lab is to develop an initial version of the PacMan game.

## Create the Project

Create a project appears similar to:



## Implementation

The application will:

- Allow movement of pac-man using the arrow keys
- Support different frame-per-second settings through a dialog box
- Allow the user to exit with a menu

## Loading an Image

The following code can be used to load an image:

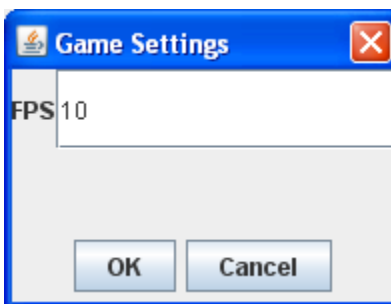
```
private BufferedImage loadImage(String imageName) {
    try{
        BufferedImage im = ImageIO.read(
            this.getClass().getResource("images\\" + imageName));
        if(im != null) {
            return im;
        } else {
            return null;
        }
    }
    catch(IOException e) {
        System.out.println("Failed to load the image for " + imageName);
    }
    return null;
}
```

## Accessing the Arrow Keys

The left and right arrow keys will control the horizontal movement of the pac-man. The pac-man should stop when it reaches the edge of the application. Use the `keyPressed` method of the `KeyListener` interface. The `KeyEvent` `getKeyCode` method returns a value that indicates which key was pressed. Refer to the `KeyEvent` fields in the Java documentation to determine which keys code to use.

## Frames-per-second Dialog Box

Create a menu item off of the File menu that allows the user to control game settings. Initially it should support a Frame Per Second (FPS) setting.



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