

# CS 230 Lab 7 - PacMan II

Assigned 9/30/09

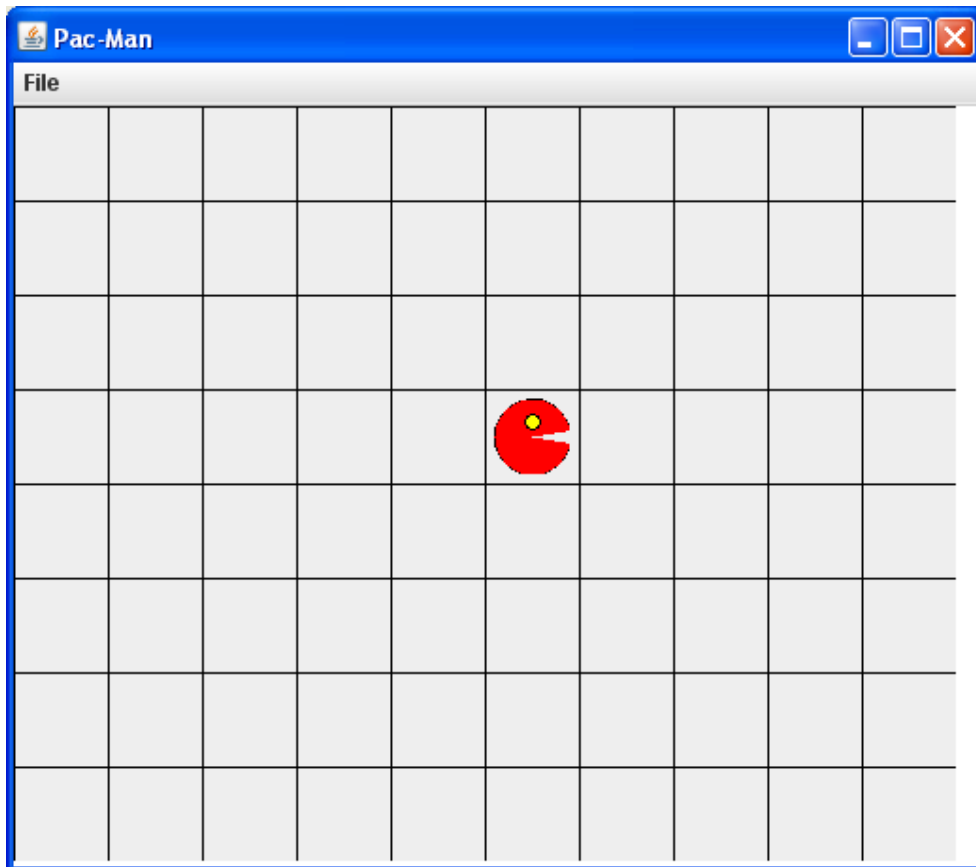
Points 20

## Purpose

The purpose of the lab is to use 2D graphics to create PacMan.

## Create the Project

Create a project appears similar to:



## Implementation

The application will:

- Use 2D Graphics to draw PacMan including an eye
- Animate PacMan so that his mouth opens and closes
- Optionally remove the grid and its labels

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