

## **CS 230 Lab 8 - Pacman III**

Assigned 10/16/09

Points 30

### **Purpose**

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

### **Implementation**

The application will:

- Read in the data file containing a scenario and create simple walls
- Insure that Pacman will stop when he hits a wall
- Rotate Pacman so that he faces the direction he is going

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