

CS 230 Lab 9 - Pacman IV

Assigned 10/21/09

Points 20

Purpose

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

Implementation

The application will enhance your previous version of Pacman by:

- Playing sounds at key game events
- Implementing ghosts that move around the game
- Terminating the game when Pacman intercepts a ghost

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