

Mobile Application Development for BlackBerry Devices

Assignment 4

Learning Objectives:

This assignment will focus more on learning the logic behind a game as well as enforcing an object oriented programming styles.

Part 1 – Pacman Logic:

With the completion of the GUI, you now need to focus on Pacman's mobility. The next task is to create the logic involved for the game. You will need to use an object oriented style. Requirements for the logic portion are the full implementation of the game, not including the AI to move the ghosts. Do not forget about points, lives and food. Pacman will need to be able to easily navigate through the level and should not be able to cross the "door" that leads to the ghosts starting point, but the ghosts should be able to cross it to exit. Pacman has 3 lives, when a ghost touches him, he dies. At a certain amount of points Pacman is awarded another life.

Screenshots:

