

Computer Magnet – Project Management Worksheet

Name: Mr. Fornstrom

Period: 1

Project Title: Pac-Man game with GameMaker.

Vision:

- I am going to use GameMaker to create a game called "Pac-Man". The objective is for the hero to navigate through a maze and eat all of the dots. PacMan needs to avoid four "monsters" that are in the maze. If PacMan contacts a monster, he loses one of his 3 lives. There are power pills that PacMan can eat which will turn the monsters blue temporarily, and allows PacMan to eat them for points.

Plan:

Task	Date Due	Date Completed	Points Possible	Points Received
PMW complete and turned in.	Fri. 9/7		20	
Create Pac-Man animated gif's in Fireworks.	Tues. 9/11			
Create monster animated gif's in Fireworks.	Weds. 9/12			
Import sprites and sounds into GameMaker.	Thurs. 9/13			
Create wall objects and format main room.	Mon. 9/17			
Create dot objects and place in room.	Tues. 9/18			
Create Pac-Man object, program movement via arrow keys .	Fri. 9/20			
Create monster objects, program reaction to collision with Pac-Man.	Tues. 9/25			
Initial testing complete.	Weds. 9/26			
Complete "About" screen and "Help" functions.	Weds. 9/26			
Complete changes found in initial testing.	Thurs. 9/27			
Project DUE – turn in project.	Thurs. 9/27		200	
Project Presentation.	Fri. 9/28		20	

Materials & Software:

- GameMaker 7.0, Adobe CS3 Fireworks, Dell workstation

Resources:

- Several web sites will be used to complete the project, including:
<http://tjhs.dpsk12.org/~softeng/>
<http://www.yoyogames.com/>
<http://www.sprites-resource.com/>