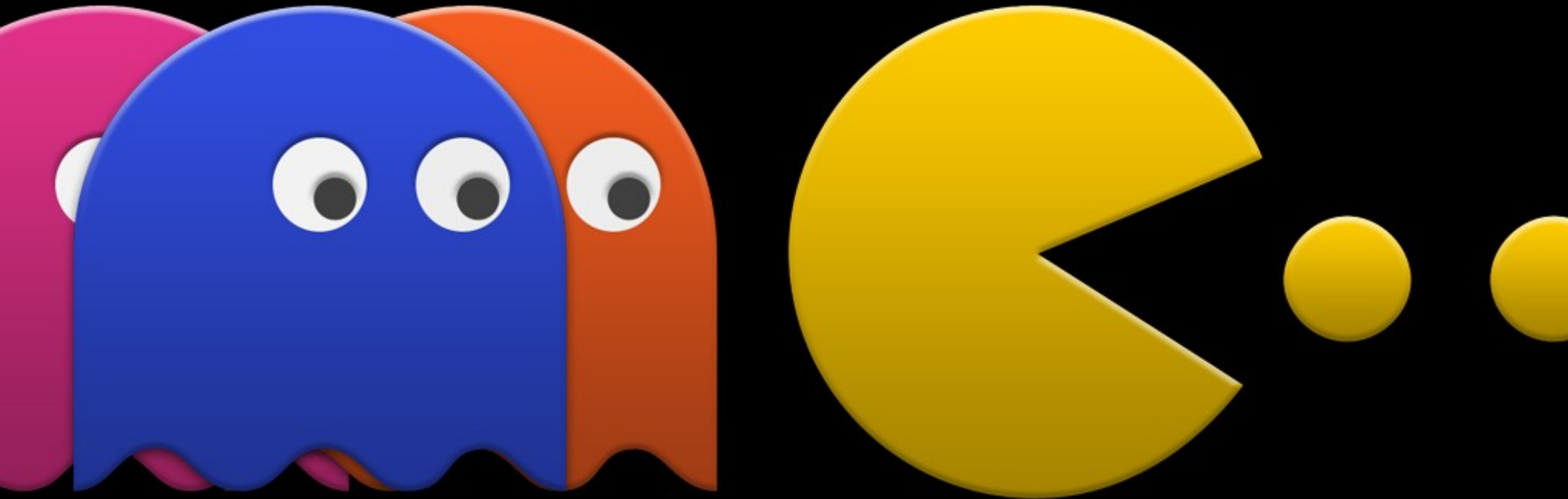# Presentation Sprint 2

# Reminder: Application Scenario

- Implement Pac-Man for Google Maps

- Location-based game

- Single-player

PacMap

# Screenshots

# Prototype

- Dots are placed on streets all around the player

- Pac-Man eats dots as player walks across

- Ghosts chase Pac-Man on routes towards the player

PacMap

Video

# Stats

released as beta on 30.12.2010

9,135 total downloads

5,767 active installs (63%)

PacMap

# ToDo

- Fix Bugs!
- Equip every ghost with a different AI
- Ghosts should look at player
- Timer when a new ghost is about to spawn

PacMap

# Sourcecode

http://pacmap.sourceforge.net/

PacMap