Write a JAVA program that plays a simple Pac-man game. The game plays on a 10 by 10 grid (absolutely, you can make it bigger). Pac-man is depicted as “#” and others as “*”. Please see the below.

You should ask how many pac-man plays before starting the game. Then, you should create the number of pac-man objects. The pac-mans are defined as classes, and the objects are stored in an array. The pac-man class has a “move()” method, which randomly moves one square in any direction but not diagonally. The movement should be within the grid. The “move()” method will be called at a time intervals (e.g., 0.5 second).

The pac-man starts to move from the top-left corner. The game ends if a pac-man reaches the bottom-right corner or if it repeats more than a certain times (e.g., 1000). Please check “PacmanGame.jar”. You can run the program, “java -jar PacmanGame.jar”. I encourage you improve the game, such as making a maze and eating pac-dots.

How to submit:

1. The submission must include all java files (*.java) and *.jar file. You can find the *.jar file in the “dist” folder if you use NetBeans.
2. Please submit it to D2L.
How many pacmans?

2

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