

# DEVELOPING AN ARCADE GAME WITH AI CAPABILITIES, 'PACMON'

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## ABSTRACT

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The purpose of the project is to apply artificial intelligence (AI) in a game application. The author has to do research on AI and then implement the knowledge into the game development. The game is a one player game. Player will be controlling the "Monster" and chase the "Pacmon" to avoid it from finish eating the seeds and capture the Pacmon in the shortest time. The author will use various types of programming tools and languages to build up the game in order to make the game more flexible and better in terms of quality. The author will use the C++ programming language with Clanlib in this game development