

# **Pac-Man for Java Enabled Devices**

## **CS329 Homework #5 Transition Plan**

We are currently in the process of moving our project from:

<http://wiki.cs.uiuc.edu/SEcourse/Pac+Man+For+Java+Enabled+Palm+%2B+Cell+Phones>  
to:  
<http://j2mw-pacman329.sourceforge.net/>

### **WEB PAGE**

- What is going to make your product look so incredibly awesome that people will be compelled to download and play with it?

By showing screenshots on our website, people can see how great our PacMan game is. If that's not enough to whet their whistle, people can download a sample movie showing the game in action. The website will use exciting words and include instructions on how to get the game up and running easily, making it that much more accessible to a wide range of users.

- What other exciting features is your website going to have?

Our website is also going to have a built-in cell phone emulator so people can play our PacMan game right on the website. No need to download or build the source--just click and play!

- What other websites are you going to get to link to you? (try more than search engines...find cool sites related to your project area and ask them to link to you)

<http://www.microjava.com/>

This is a website devoted to developing midlets for java enabled devices

<http://www.palmopensource.com/>

This is a website devoted to developing J2ME projects for Palm Pilots

- How are people who use your software going to be able to ask questions about it?

Included on our website is a forum that people can go to ask questions and have their questions answered. If we get an active user community, users can help each other with questions they might have.

- Where are you going to put your web page, so that it doesn't disappear once the semester is over?

Our website is located on Sourceforge, where we can keep our project indefinitely.

## USER COMMUNITY

- What online forums/community sites can you post ads about your exciting new software?

Yahoo groups:	<ol style="list-style-type: none"><li>1. j2me_Mobile · Programming Mobiles Phones with J2ME</li><li>2. j2me_game</li><li>3. javamicroedition · Java Micro Edition - Java: J2ME related discussion</li><li>4. mobilegamedev · Mobile Game Dev</li><li>5. JavaUniverse · The use of Java beyond the desktop and server, particularly J2ME on PDAs, smartphones, and similar</li></ol>
Sun forum	<a href="http://www.sun.com">www.sun.com</a> Forum Home (wireless) > J2ME Wireless Toolkit

- Is there anyplace you should put up fliers, or more traditional advertizing?

Yes. We will also advertise to students in the DCL Atrium using Powerpoint fliers so that current CS students can also act as testers/reviewers.

A example flyer of what we are distributing in DCL is attached.

- How will your users be informed of new updates of your software?

Via the online news forum on our website at

<http://j2mw-pacman329.sourceforge.net/>.

## **DEVELOPER COMMUNITY**

Since our project is in the Sourceforge repository, interested developers can join the project and work on this project. Advertisement for new developers can be setup on Sourceforge, but that alone will not be sufficient.

1. The main target of new developers will be undergraduates of UIUC, mainly targeting the freshmen and sophomore community. The incentive for that grade level is a project to put on a resume; as an experienced senior undergraduate looking for a job, working on a project can contribute in a job opportunity decision.
2. Due to Sun's Wireless Toolkit for J2ME, there are no problems for a learning developer to compile, run, and package our code. There is an intuitive user interface in the Wireless Toolkit, and any questions can be answered by reading the toolkit's documentation.
3. Future developers will have the choice to implement anything they wish on this game. Since the generic Pacman game is very well known, any oversight by the current development team will most likely be caught by new developers. Bugs and requested features can be posted on Sourceforge as another source of code to be written.
4. This project will serve under the GNU General Public License, as Sourceforge requires an open source license.