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| Game elements | Game name | |
| Pacman game | Hunters for hire |
| Pc”playing character” | Pc”pacman” |  |
| Npc”non playing character” | Npc”the ghosts”,the yellow dots,power palettes. |  |
| goal | To reach the end point |  |
| rules | * Using the arrow keys to move the pc * Pc dies if touches the ghosts * Pc with power palettes if touches ,the ghosts will freeze * Pc has total 3 chances to eat up all the yellow dots from entire maze * Power palettes are place at the corners of the game |  |
| balance | Id agree with all the rules being balanced in the entire game as, the npc are in control but pc are is given the the bonus points to strengthen up too as npc wont overpower the pc nd both the sides would be blanced to play their game. |  |
| adaptivity |  |  |
| Skill vs chance |  |  |
| feedback |  |  |
| storyline |  |  |
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