PacMan

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Concept:

PacMan side view strategy maze game where the main character, PacMan, traverses the maze and eats collectables. He is being chased my ghosts which will kill him if they touch him. PacMan needs to eat all the collectables before progressing to the next level.

Content:

While Pacman is traversing the maze eating collectables, he is chased by ghosts. Some of the collectables grant the ability for PacMan to kill the ghosts instead. Once these are collected, the ghosts turn blue and the tables are turned. When a ghost is killed it is returned to the center of the level where it regenerates and goes back into the maze to hunt PacMan again. At random times, fruits will appear in the maze granting extra points. Once all the collectables are collected, the level is done the player progressed to the next level which is slightly faster.

Player Motivation:

Since this is a strategy maze game, players need to make quick decisions as to how to navigate the maze and avoid the ghosts. Since there are 4 ghosts and only 1 player, this will pose a challenge for the player and make them want to play more.

Game States:

Starting phase – The player starts towards the bottom of the screen while the ghosts are in the center trapped in "jail". When the game begins, the player begins moving left and every few seconds, a ghost is released into the maze.

Power up phase – When the player collects a power-up which converts the ghosts to be hunted, all the ghosts become blue and the player can then attack them to bring them back to jail and for extra points.

Winning phase – Each level is the same, but with progressively increased speeds. When the player collects all the collectables in the level, they will move on to the next level.

Game Over phase – Once the player has died 3 times, they will go to the game over screen and are presented their final score.

Systems and Mechanics:

Movement System –

The player uses the arrow keys to control their movement through the maze. The level is grid based and the player can only move left, right, up and down.

Collection System –

While the player navigates the maze, they will eat collectables which include normal collectables, power-up collectables, and fruits.