Pac-Atac

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SCORE: 1900

COS WAVE: x 426

ENEMIES: 10

Hollis Ma

Jerry Zhu
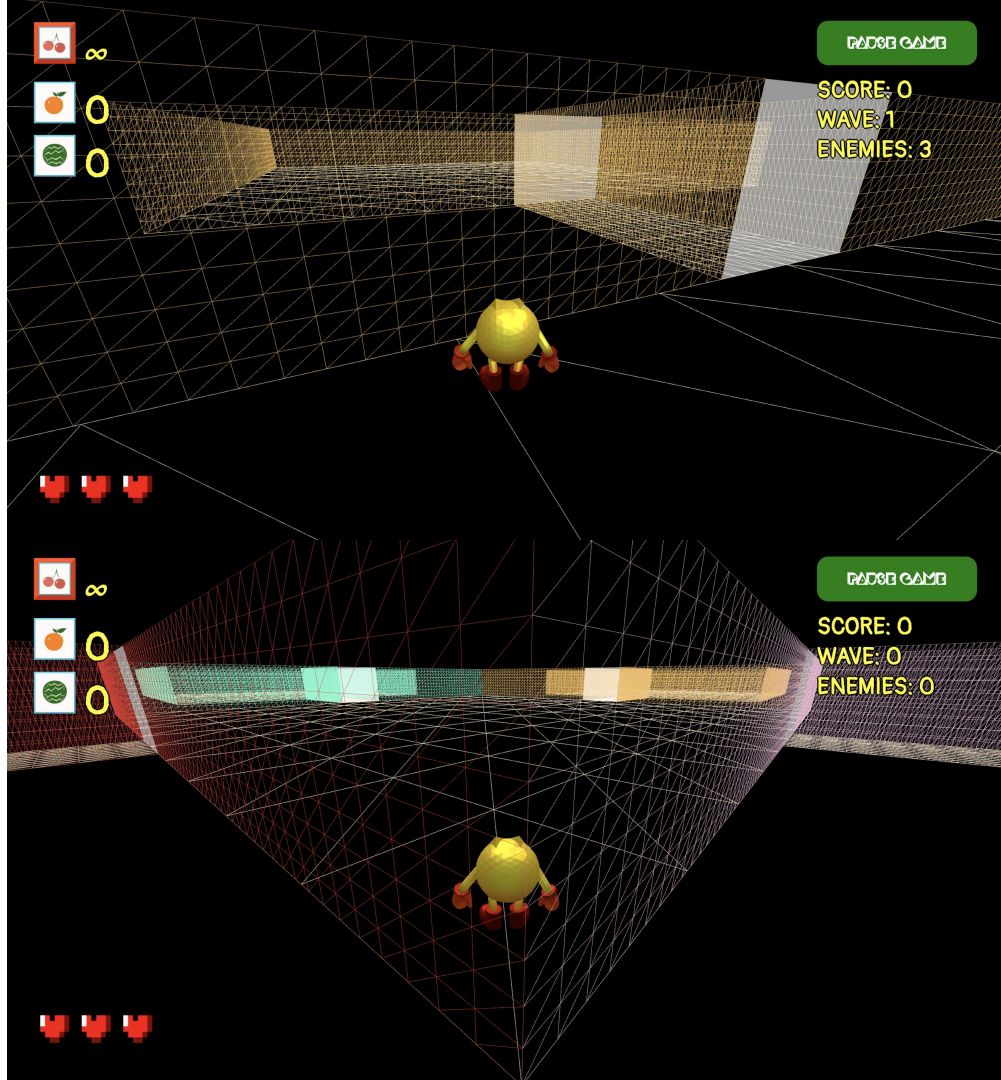
Daniel Wey

Michael Fletcher

SCENE DESIGN

- **Room layout**

- **Colors**

- **Retro theme**

- **Music/sounds**

HOW TO PLAY

- **Controls**
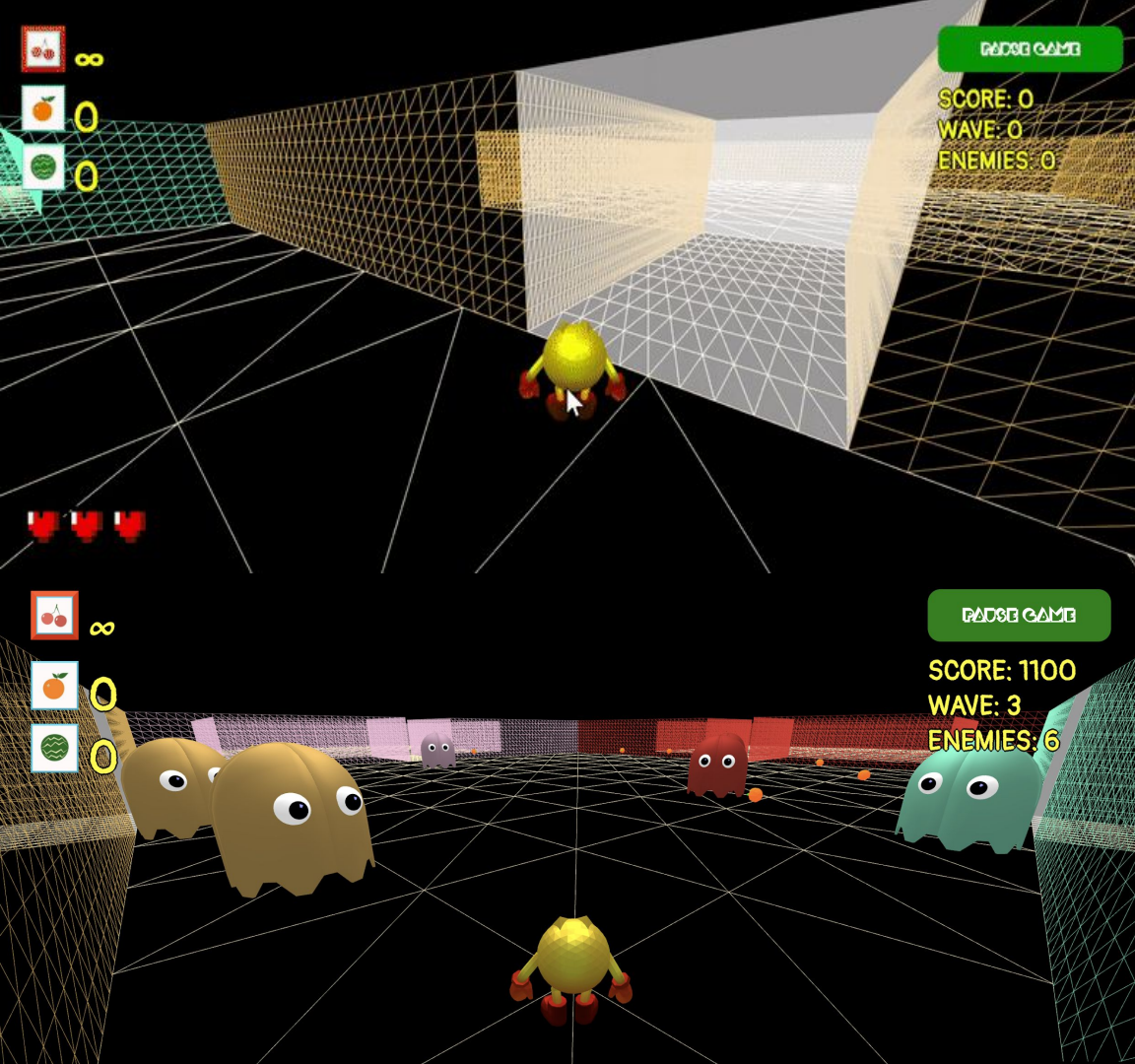 - **Movement**
  - **Shooting**

- **Menus**
  - **Start, Pause, Victory, Defeat**
  - **HUD**
  - **React**

- **Leaderboard**
  - **Enter name: 3 char max**
  - **Firebase**

PAC-ATAC

W S: move forwards/backwards

A D: rotate

SPACE: fire

J K L: switch weapons

Endless

START GAME

DEFEAT!

Final Score:

4200

Final Wave:

CONTINUE

LEADERBOARD

NAME ~ SCORE ~ WAVE

HMA ~ 55900 ~ 20

RCB ~ 5700 ~ 7

WLI ~ 3300 ~ 7

KEK ~ 1300 ~ 3

MOM ~ 300 ~ 2
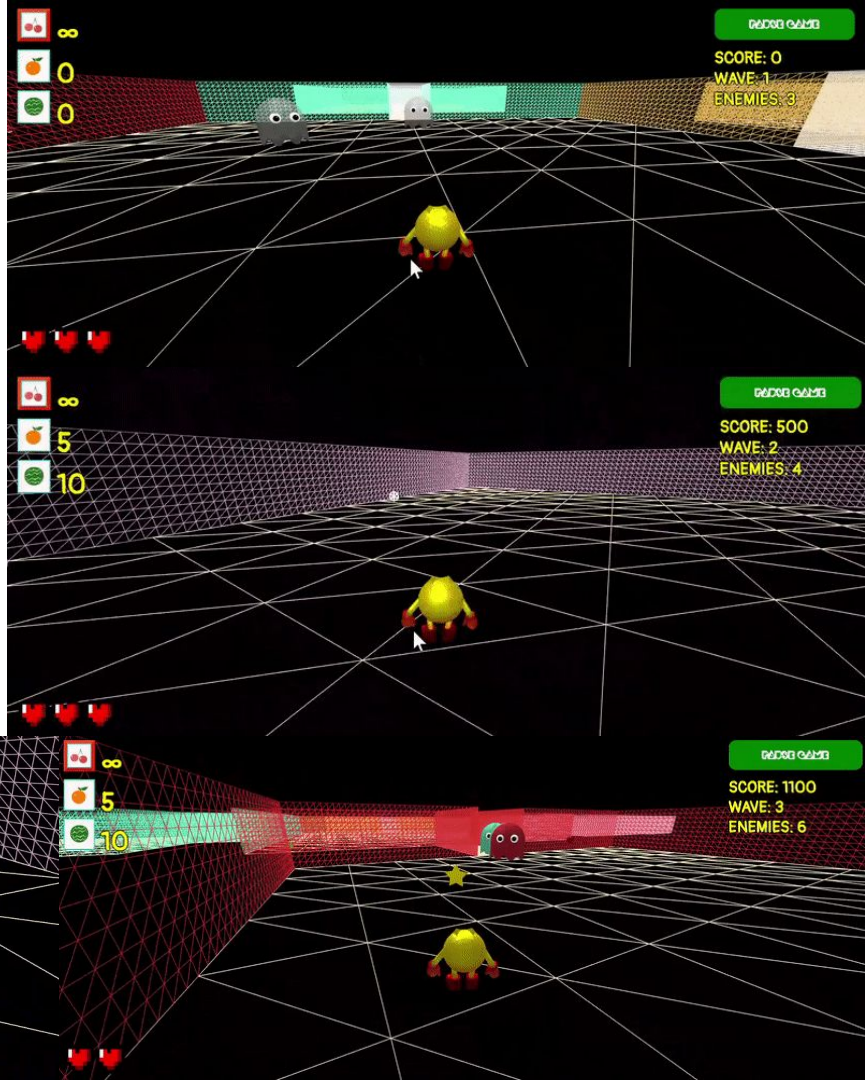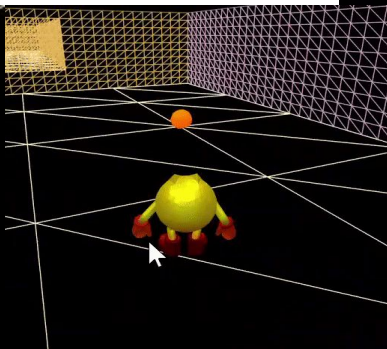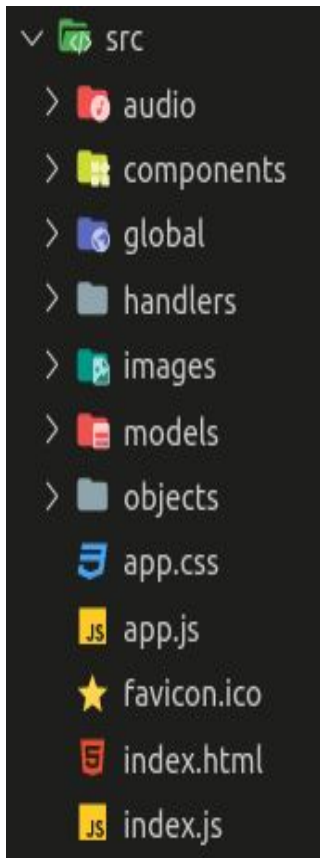
MENU

GHOSTS

- **Spawning**

- **AI / Pathing**

- **Game modes / wave differences**

PROJECTILES & PICKUPS

- **Shooting**
  - **Projectiles, Collisions**
  - **Particle effects**

- **Pickups**
  - **Ammo, Power ups**
  - **Spawning & bobbing**

File tree (src):
- src
  - audio
  - components
  - global
  - handlers
  - images
  - models
  - objects
  - app.css
  - app.js
  - favicon.ico
  - index.html
  - index.js

Handlers

- movement
- shooting/pickups
- AI/waves
- etc.

Globals

- constants
- global variables (scene, etc.)

Resources

- audio
- images
- models/objects

React Components

- menu
- victory/defeat screens
- in-game ammo/health UI
- etc.

Initialize

- create scene, camera, renderer, etc.
- load appropriate objects
- initialize other global variables
- etc.

App.js

```
if (gamePlaying) {
  runHandlers()
  renderScene()
}

return <ReactComponent/>
```

index.js

```
initialize()
handleWindowResize()
ReactDOM.render(<App/>)
```

LIVE DEMO