

Yellow Boi v1.0

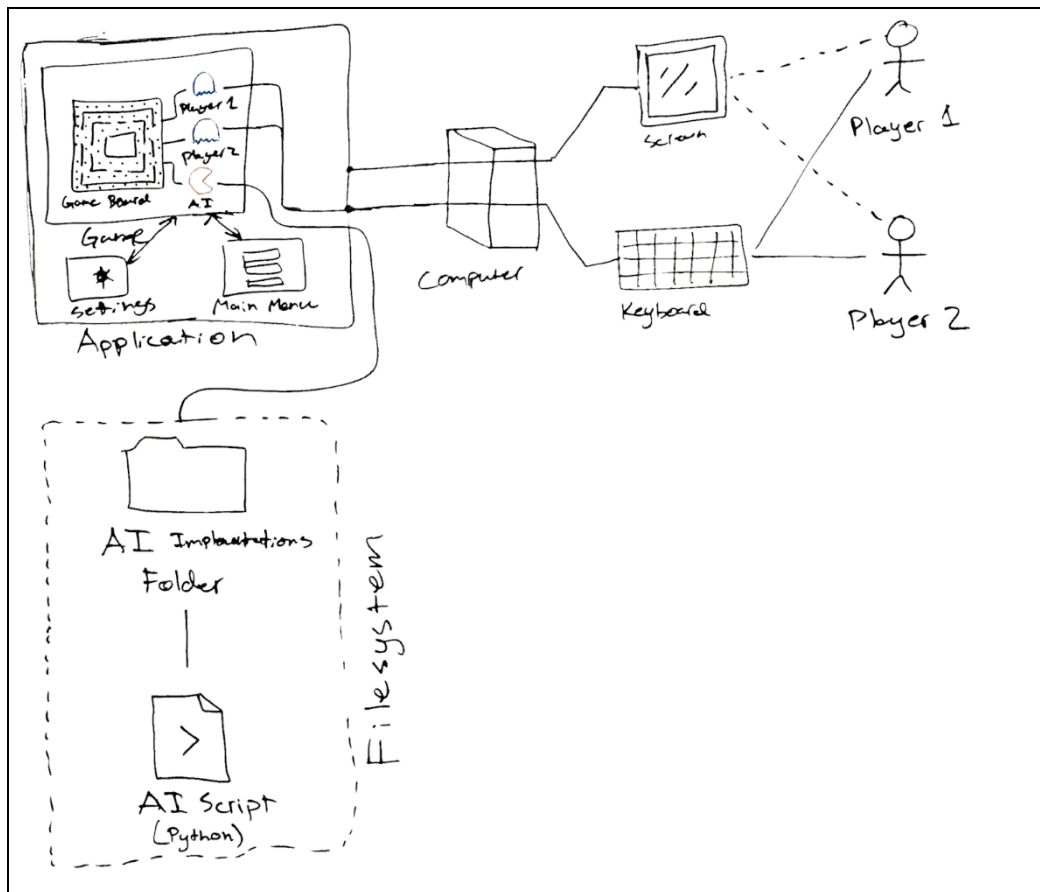
Summary:

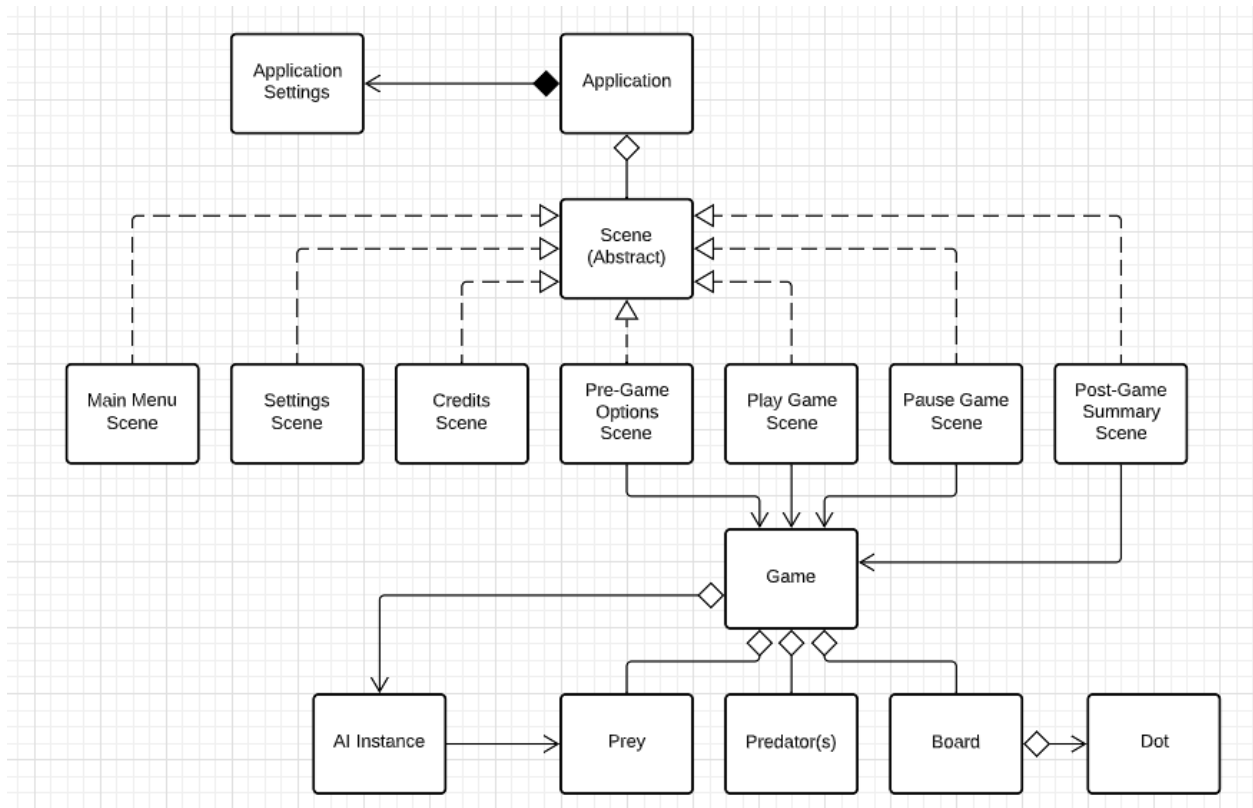
In this project I am proposing to create a game similar to pacman but in reverse where at least 2 players control the hunters (ghosts), and the AI is in control of the prey (pacman) using the Unity Engine.

Goals:

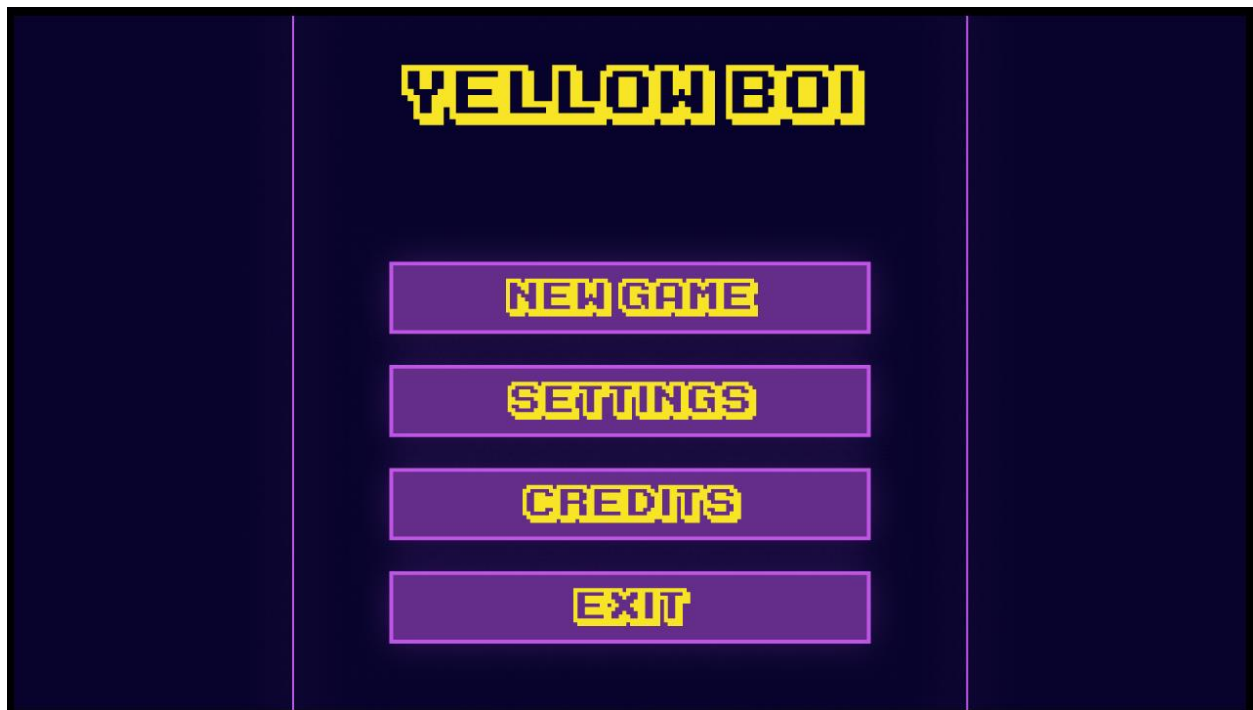
- 2 player minimum controlled predators
- AI controlled pacman or by third player
- Multiple scenes and levels
- Main menu to begin gameplay and access setting changes
- An AI script for pacman with very degrees of efficiency for different levels
- Allow for ai and other machine learning scripts to be uploaded to prey

The game will have a classic arcade intro screen before being introduced to a main menu scene where the game can be started, or settings can be adjusted.





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(Mockup image subject to change based on future assets)

Value:

Someone would want to play my game to get a new angle on a classic game in a fun new way while also being an educational game tool for AI and machine learning

Possible future Goals:

- Integrate adapting machine learning into prey script
- Change from 2D to 3D