* Characters :-

1)PC-Playing characters controlled by the player.

2)NPC-Non playing characters controlled by the computer.

* Goals :-

\*The objectives to be met by the player to win the game.

* Rules :-

1.Control of the pac-man.

2.Movement of the ghosts.

3.Lives of the pac-man.

4.Game can only be won when all the dots are eaten by pac-man.

* Balance :-

\*The game should not be not too easy nor too difficult.

It should be challenging enough so that people can spend more time on it.

* Adaptivity :-

The difficulty of the game increases as we progress in the game.

* Skill vs Chance :-

\*The stratigies to win the game and the chances to kill the opponent.

* Story :-

\*The story in the game.

* Feedback :-

\*Lives,score,food that tell the current position of the player.