

Consumer Man

//Temporary Title



- Jonathan Renteria



Design

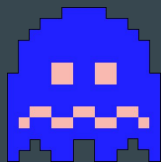
The game will offer a unique experience by blending elements reminiscent of Pac-Man with a modern twist, adopting a **first-person** perspective in a three-dimensional (3D) environment. The player's viewpoint will be from a first-person perspective, with the camera positioned slightly behind the player, a design choice reminiscent of successful implementations in our previous projects.



Concept

[Concept: Ghostface seeks revenge in Consumer Man's domain after Consumerman Man stole its glowing balls.

Ghostface, a spectral guardian residing in the ghostly realm, discovers that the radiant orbs sustaining their ethereal domain have been pilfered by Consumer Man. Driven by a quest for vengeance, Ghostface materializes in Consumer Man's maze, determined to retrieve the stolen orbs and safeguard the delicate balance of their spectral world.]



Level Design



Pac-Man Overworld



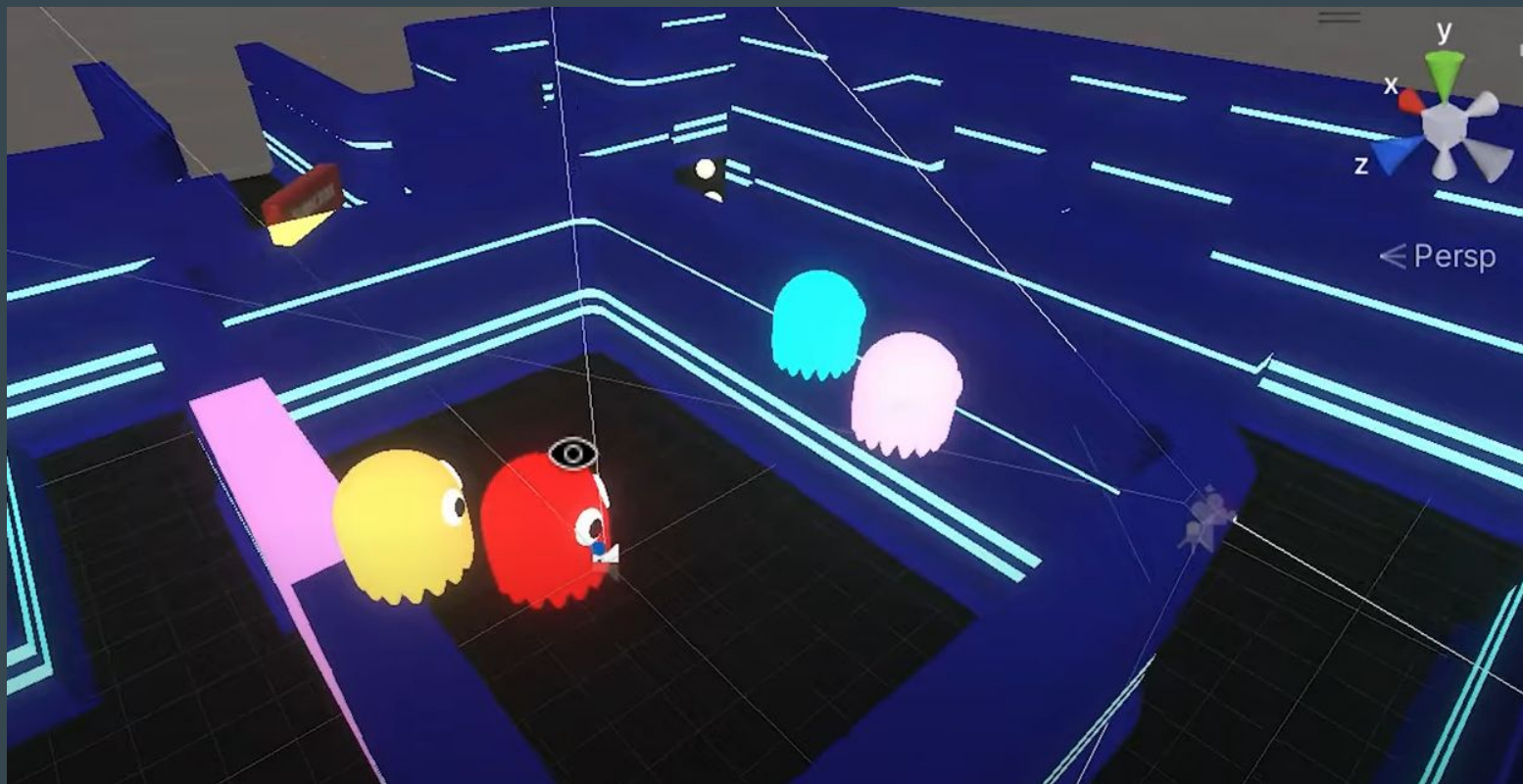
Hour 6 Amazing Racer



Hour 10 Chaos Ball

The level design will draw inspiration from previous projects to meet the rubric requirements, building upon established knowledge and skills. Additionally, it will incorporate elements inspired by Pac Man but with a three-dimensional (3D) twist. This approach aims to leverage past experiences while introducing a fresh perspective to the game environment.

Level Design



Rules

[Rules: Collect glowing balls, avoid Consumer Man's minions.

Ghostface must navigate through the maze, collecting the glowing orbs scattered across the labyrinth. However, the spectral guardian must remain vigilant and avoid encounters with Consumer Man's minions, who roams the maze seeking to consume Ghostface. The objective is to collect all glowing orbs while strategically outmaneuvering potential threats.]

Requirements

[Requirements: Enhancements, unique implementations.

- Dynamic Maze Structures: The maze will evolve dynamically, introducing new challenges and strategic elements as Ghostface progresses.
- Ghost Abilities: Ghostface can unlock special abilities, enhancing maneuverability or temporarily deterring minions.
- Time-based Challenges: Some levels may feature time constraints, adding an extra layer of urgency and excitement.]

Requirements

Game Manager:

Develop a robust game manager system that oversees key game functions, including level progression, scoring, and player interactions. The game manager should effectively handle events triggered by player actions and dynamically respond to changes in the game state.

Particle Effect for Glowing Ball:

Implement visually appealing particle effects for the glowing orbs. The effects should enhance the ethereal atmosphere, making the collection of orbs a visually satisfying and immersive experience.

First-Person Controller (Unity Asset Store):

Integrate a reliable first-person controller from the Unity Asset Store. Ensure that the controller provides smooth and responsive navigation, allowing players to explore the 3D maze comfortably.

Enemies (Unity Asset Store):

Acquire and integrate enemy assets from the Unity Asset Store. These assets should represent young Consumer-Man counterparts, and their behaviors should align with the game's rules. Ensure that the enemies enhance the challenge while providing engaging interactions for the player.

Requirements

Rectangular Terrain; A Forest with Mist for Future Levels (Unity Asset Store):

Obtain assets from the Unity Asset Store to create a rectangular terrain for the initial maze. Consider incorporating a forest environment with mist for future levels, enhancing the visual diversity and atmosphere. Ensure that the assets seamlessly blend with the ghostly theme of the game.

Textures and Environment (Unity Asset Store):

Source high-quality textures to enhance the visual appeal of the game environment. Additionally, acquire assets from the Unity Asset Store to complement the overall ghostly atmosphere, such as eerie lighting or thematic elements that align with the game concept.

Ghost Animation:

Develop or obtain ghost animations to bring Ghostman to life. Implement animations for Ghostman's movements, interactions with orbs, and any special abilities. Ensure that the animations contribute to the overall immersive experience.

Wall Prefabs:

Create or obtain wall prefabs to construct the maze structures. Ensure that the walls align with the visual aesthetics of the game and contribute to the maze's complexity. Consider variations in wall design to enhance the overall visual interest.

CONSUMER-MAN

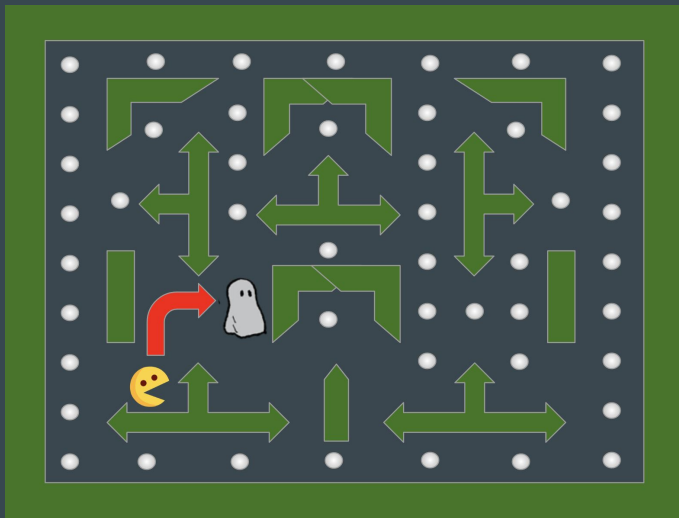
PRESS START

Story: Ghost Face's Redemption

In the ethereal dimension, Ghost Face, the spectral guardian, seeks vengeance. Consumer Man has stolen his communities precious glowing orbs, disrupting the balance in their worlds domain. Now, Ghost Face, materializes to reclaim what was taken from the ghostly realm.

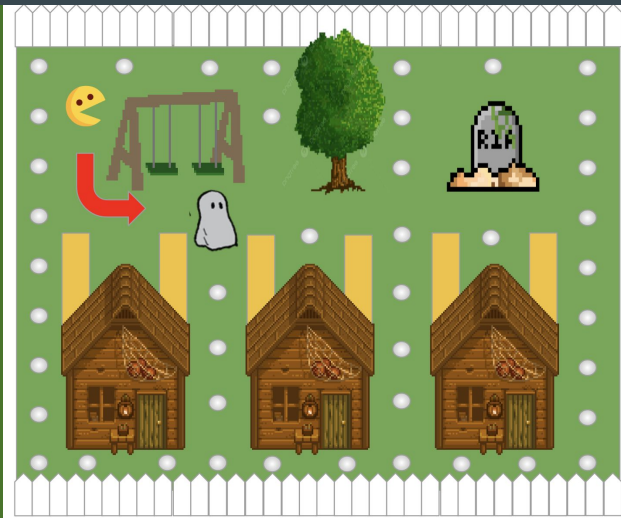
Layout

Level 1



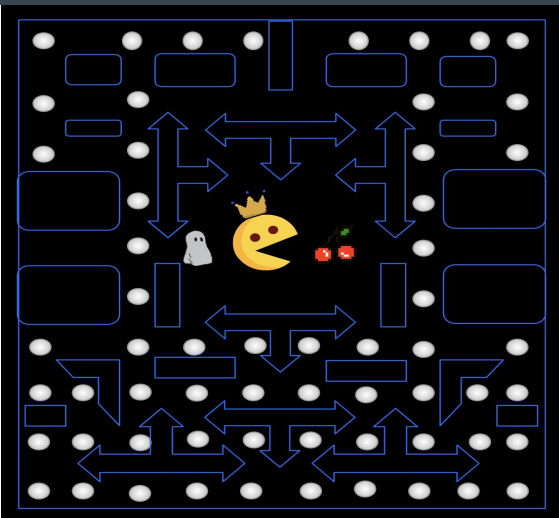
The Gardens

Level 2



Kingdom

Level 3



Castle

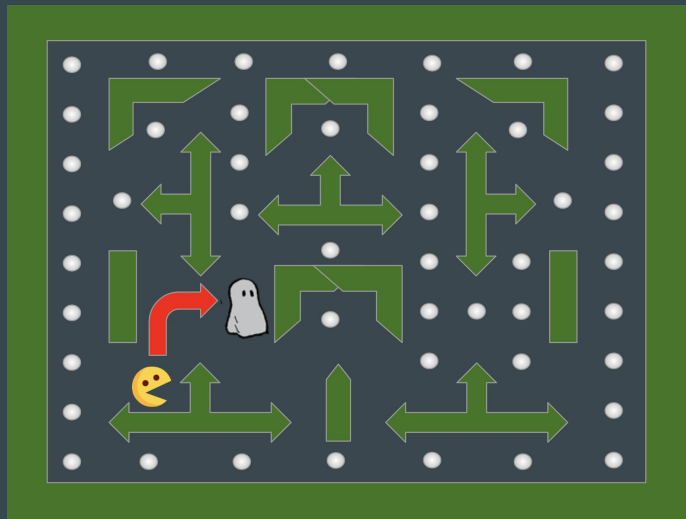
Journey Through Levels: Beginning

Level 1: The Gardens

Amidst misty pathways and ghostly flora, Ghostface embarks on the quest for retribution. The Gardens, the serene starting point, witnesses Ghostface collecting the glowing orbs while evading ethereal Minions. These Minions, spectral entities under the influence of Consumer-Man, patrol the garden, creating an initial challenge for Ghostface to overcome.

Layout

Level 1: The Gardens



Setting

A serene and mystical garden with ghostly flora and misty pathways.

Glowing orbs scattered throughout the garden.

Gameplay

Objective:

Collect all glowing orbs to progress to the next level.
Avoid getting hit by Minions in this level.

Terrain Features:

Narrow pathways and open areas in the garden.
Interactive elements like mystical fountains or ethereal flora.

Challenges:

Minions patrol specific areas.
Special abilities may be introduced, allowing Ghostface to momentarily avoid detection or distract Minions.

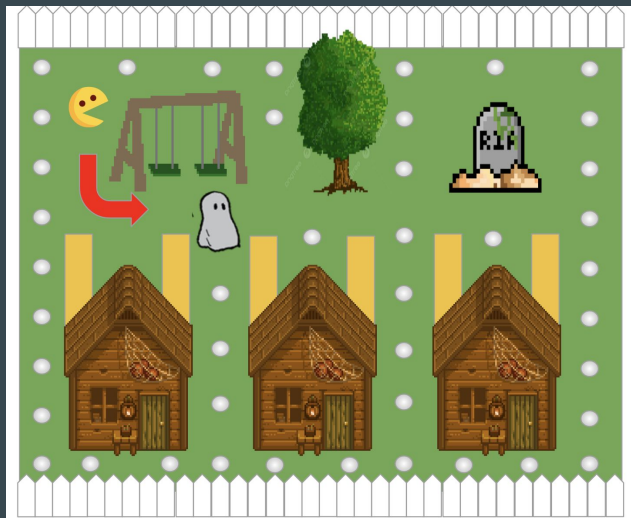
Journey Through Levels: Middle

Level 2: The Kingdom

The mist-laden Kingdom awaits, introducing a heightened sense of suspense and multiple layers of platforms. Here, Ghostface faces an increased number of Minions, each with their own spectral patrolling patterns. The challenge intensifies as Ghostface navigates the misty realm, gathering orbs to unlock the pathway to the next level.

Layout

Level 2: The Kingdom



Setting

A kingdom shrouded in mist, creating an eerie and suspenseful atmosphere.

Multiple layers of platforms and pathways.

Gameplay

Objective:

Gather all glowing orbs to unlock the pathway to the next level.
Navigate through the misty kingdom, avoiding encounters with an increased number of Minions.

Terrain Features:

Platforms at varying heights.
Hidden pathways and shortcuts that require strategic exploration.

Challenges:

Multiple Minions with varied patrol patterns and speeds.
Dynamic mist effects that temporarily obscure visibility.

Journey Through Levels: End

Level 3: The Castle

In the haunting Castle, reminiscent of the original Pac-Man maze, Ghostface confronts the climax of the journey. To unlock the final confrontation, Ghostface must collect orbs while evading Minions with enhanced abilities.

In a dramatic conclusion, Ghostman faces the ultimate adversary, the King — the mastermind behind the stolen orbs. The King introduces a unique set of challenges and requires Ghostman to use acquired abilities strategically. The confrontation determines the fate of the spectral realm and whether balance can be restored.

Layout

Gameplay

Objective:

Collect all glowing orbs to unlock the confrontation with the King.
Face the challenge of grabbing cherries that intermittently appear in the maze.

Terrain Features:

Classic Pac-Man maze structure with corridors and intersections.
Power-ups that temporarily allow Ghostface to confront and eliminate Minions.

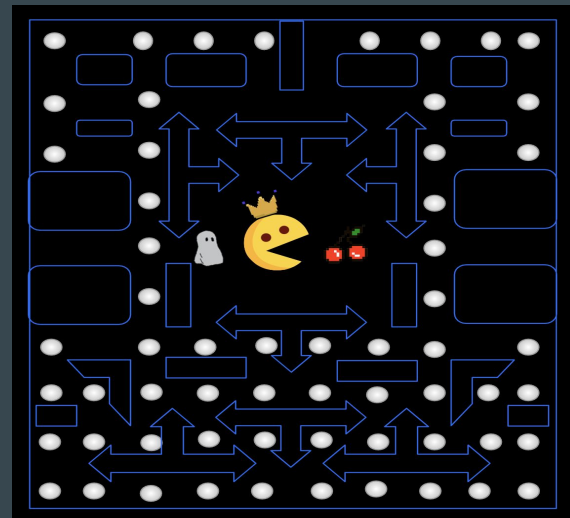
Challenges:

Minions with enhanced abilities, requiring strategic use of power-ups.
Cherries appear in specific locations, requiring calculated risk-taking.

Boss Encounter:

Confront the King, who introduces a unique set of challenges and requires a combination of strategy and skill to defeat.

Level 3: The Castle



Setting

A haunted castle reminiscent of the original Pac-Man maze.

Dark corridors and iconic castle architecture.

MISSION
COMPLETED!



Play Again

Quit



Note:

General Design Considerations

Consistent Aesthetics:

Maintain a cohesive visual style throughout all levels, ensuring a seamless transition for players.

Level Progression:

Increase difficulty gradually from the Gardens to the Castle, introducing new challenges and enemies.

Player Progression:

Allow Ghostface to retain abilities acquired in previous levels, encouraging a sense of progression and empowerment.

Narrative Integration:

Introduce subtle narrative elements through environmental storytelling, connecting each level to the overarching revenge story.

Disclaimer

The final outcome of this game may differ from the originally planned vision as presented in these slides. Unforeseen challenges, time constraints, and the iterative nature of game development may influence the final product. The content and features are subject to adjustments and refinements during the implementation process.