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**Title of the game:**

New Pac-Man

**The player control scheme of the game:**

Use up, down, left, and right to move the character. Avoid the chase of 4 ghosts. Eat all the food to win and enter the next level.

**Known issues / bugs:**

The movement of the ghost is not controlled, sometimes it gets stuck and stays in place.

**Individual Contribution Form**

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| **For each item listed below, distribution 100% between the team members**  **Student Name: Chen keyi** | | **Student Name: He Yuxuan** | |
| Game World | *50%* | | *50%* |
| Game Play & Mechanics | 40% | | 60% |
| Control & UI | 70% | | 30% |
| Aesthetics | 70% | | 30% |
| Technical Complexity & Innovations | 20% | | 80% |
| Documentation | 50% | | 50% |
| Assets List | 50% | | 50% |
| Signature: Chen keyi, He Yuxuan | | | |