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388 Final Project Report

Our Pacman project is made using a game engine instead of Android Studio. We decided that a game engine would better handle game animation, game physics, and overall management rather than using Android Studio and having to code threads and different components to handle the game. The game engine that we used is called Unity. The reason why we chose Unity was because of the following reasons:

1. Price
   1. Unity is free to use and for this project it was not at all necessary for us to pay for anything.
2. Functionality & Features
   1. Unity can deploy games to the Android Platform. This was incredibly useful because when we wanted to test the UI and gameplay we had the ability to build and deploy to the tablet and see how it looks and works. Furthermore, Unity also has built in tools to handle multiple components to a game such as physics, animation, refreshing the screen, and some small photo editing. Unity also offered free tutorials on how to use their game engine as well as how to make some basic games which is what we used to help make our game logic and data saving capabilities.

As far as the design of the project, we made it very simple. The very first thing the game will do is load any previous setting and the high score if there was any. This part of the game should not be noticeable to the player and once finished should transition smoothly to the main menu of the game. After this the game would transition to the main menu where the user can either play the main game, see the high score, or change the settings of the game.

The UI design of the main menu was very simple. The UI features the title of the game as well as 3 buttons to select from, play, settings or high score. Upon clicking the play button, the game transition to the main game and the game begins. There is one thing the game does before it starts which is load the settings. The settings of the game affect the speed of the ghosts so easy would make them slow while hard makes them fast. The user moves Pacman using the buttons displayed on the screen. Also, the user has the ability to exit the game and change the settings at any time by pressing the menu button and returning to the main menu. If the user does this the game stop and returns to the main menu, however this also means the game is destroyed and would have to restart the game as new. Lastly, the high score button will display the current holder of the highest score. I It is possible to change this by either matching the high score or beating it entirely. If you do so in the game then a screen will display to input your initials and then you will be shown the high score screen where your initials as displayed as the current high score holder.