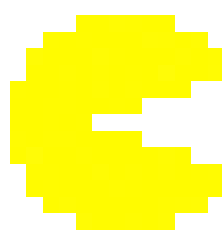
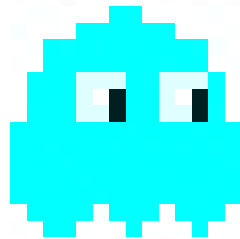
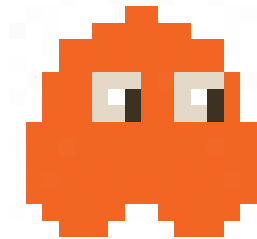
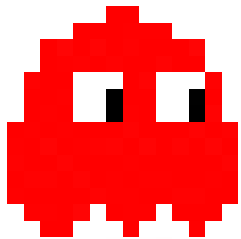


Game Design Documentation

Phase 1

PACMAN

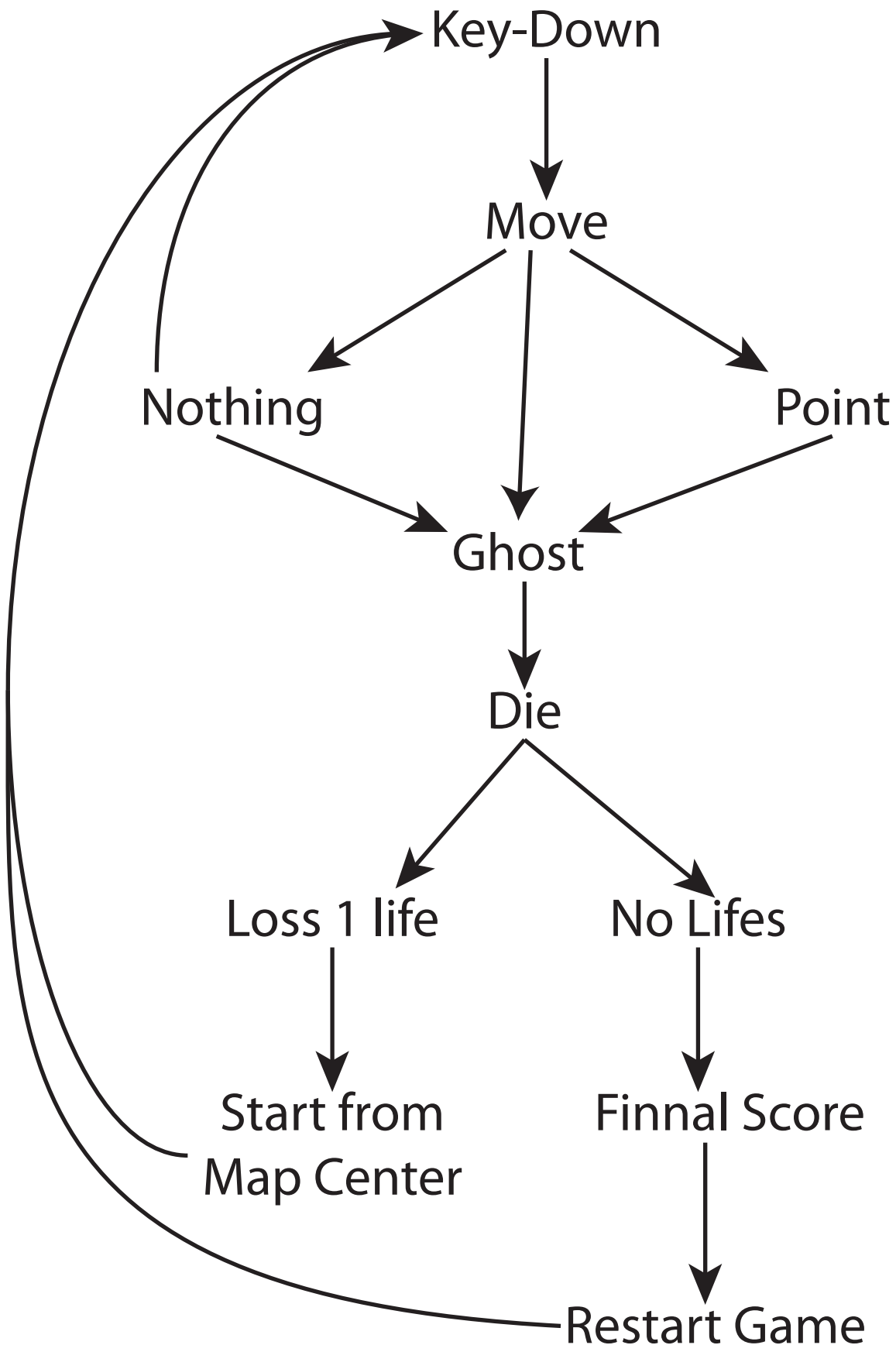


Target Device

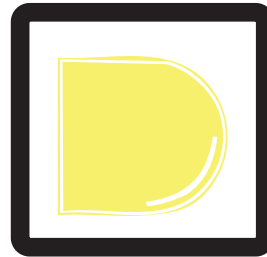
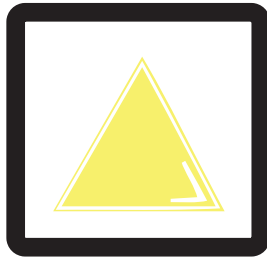
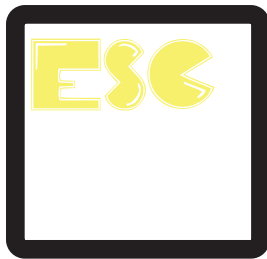


Gameplay Flowcharts

Pac-Man



Game Mechanics

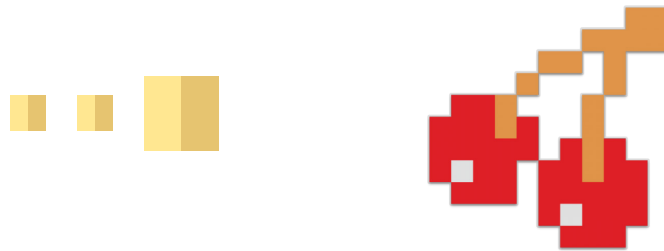


WASD to Move
Collect Items
Loose

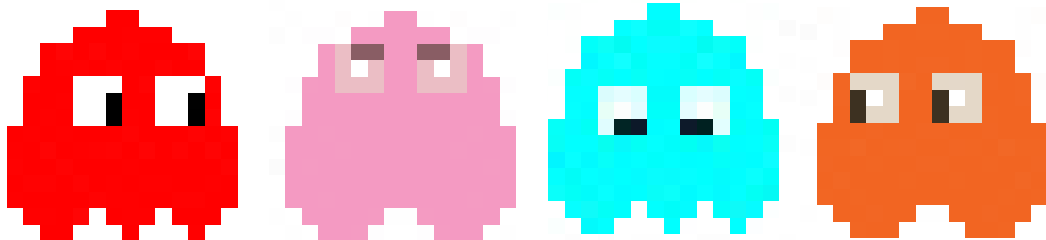
Win
Pause
Resume
Quit

Game Objectives

COLLECT

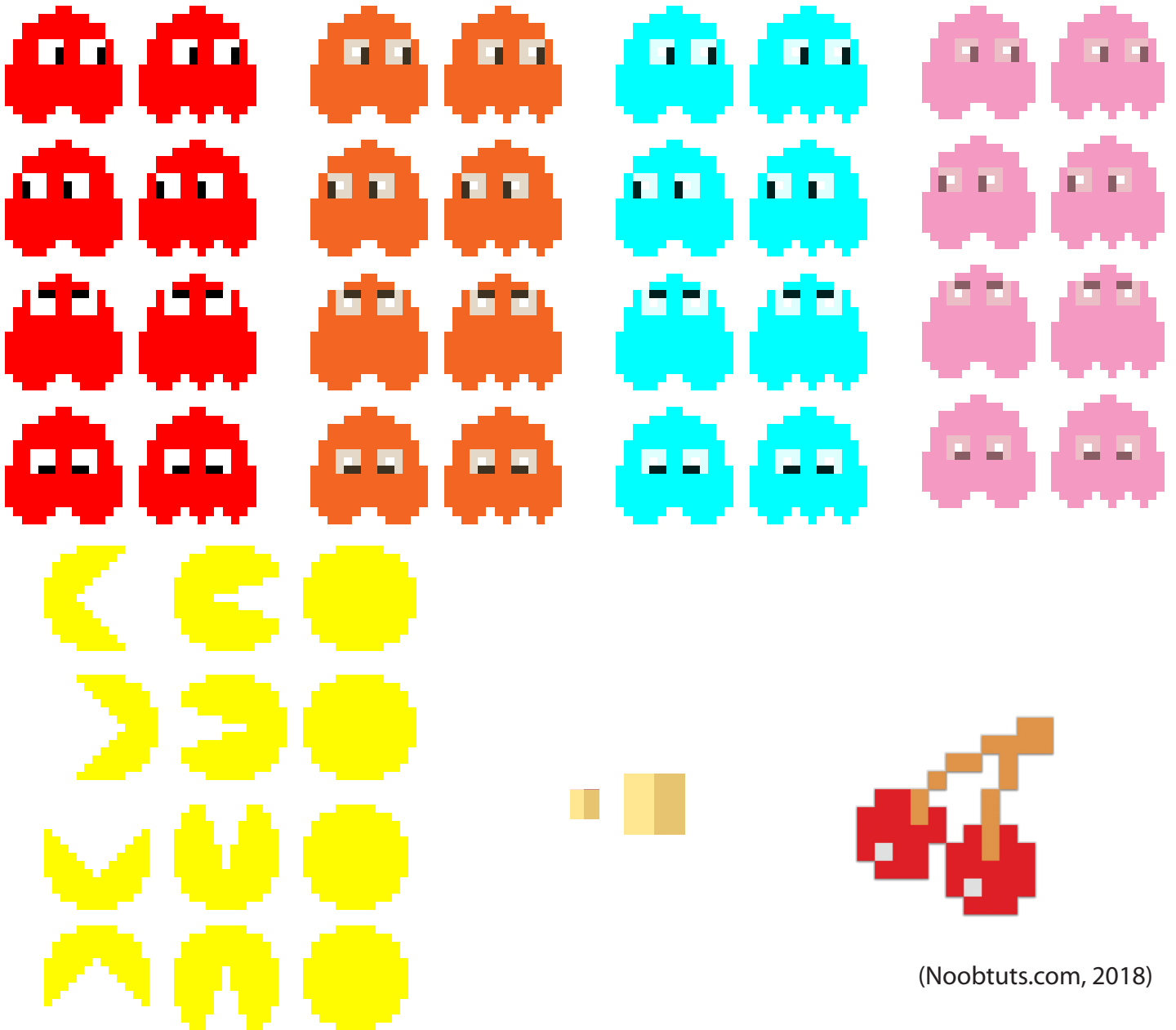


AVOID



Visual Assets & UI Elements

SPRITES



(Noobtuts.com, 2018)

FONTS

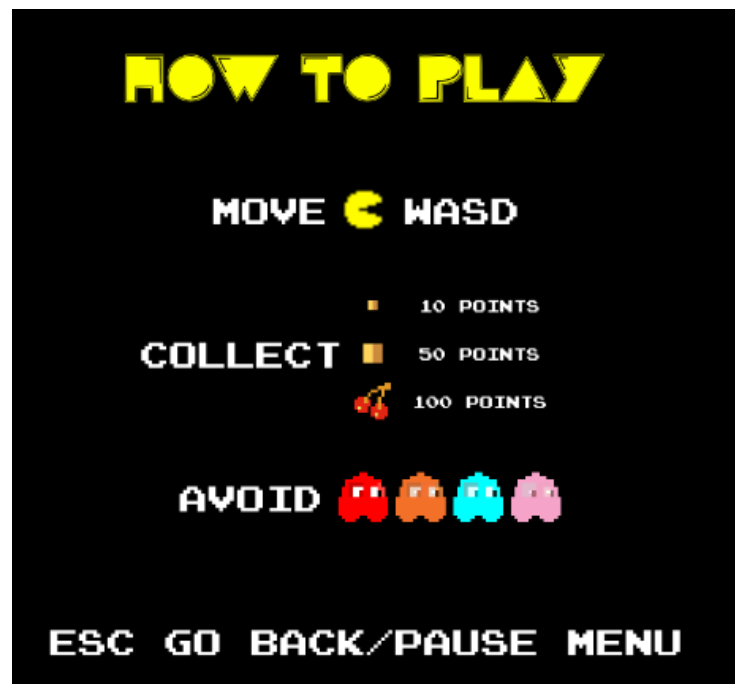
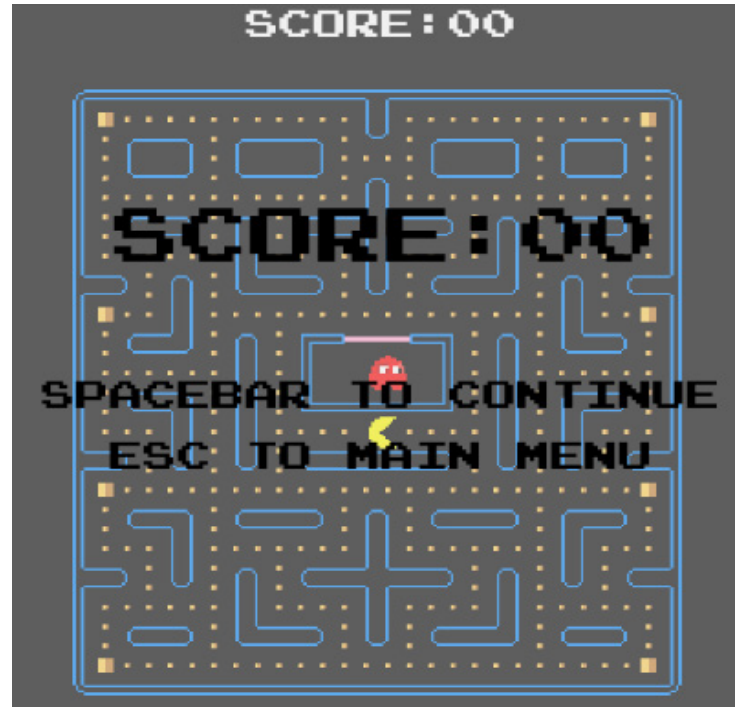
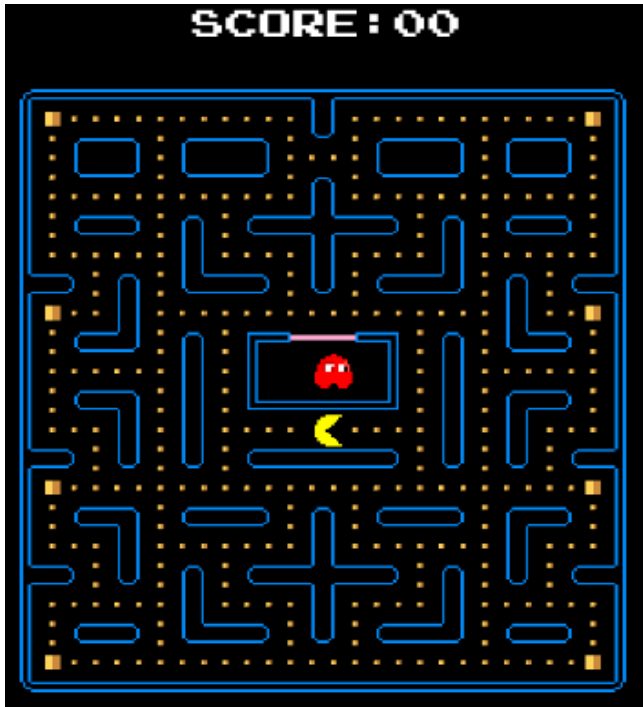
PACFONT

(Classicgaming.cc, 2018)

EMULOGIC

(Dafont.com, 2018)

Game Scenes



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