Group 1 Pacman (TR11, CISC 3140) Development Document

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1) Introduction

A student in CISC 3140 has submitted some code for review. Only problem is the code has no documentation! Mr. Ripov is not happy. He chases the student to give him a pink slip because bad documentation kills people!

2) Gameplay

Our student must be able to get around the maze to collect all the pencils and flowers. If Mr. Ripov collides with the student three times and the game is over. If the student picks up a flower they turn all the Mr. Ripovs into ghosts, which makes him vulnerable. The student can attack the ghost to force it to respawn in the middle. Collect all the items without losing all three lives to win the game.

Movement:

The arrow keys are used for movement. Use the corresponding arrow key to move pacman around the maze. When the character collides with a desk they will no longer be able to move in that direction.

Key	Action
Up Arrow	Up Direction
Left Arrow	Left Direction
Down Arrow	Down Direction
Right Arrow	Right Direction

Scoring System:

Pacman moves over various items to increase his cumulative score.

| Item	Benefits
Pencil	● 10 points
Flower	● 50 points ● Turns Mr. Ripov into a vulnerable ghost.
Mr. Ripov (Ghost Form)	● 0 points. ● Sends the ghost back to the middle spawn.

Menu:

Start	● Clicking the "Start Game!" button starts the game.
Game Over (Death)	● When the player dies their high score will be displayed. ● Click "Restart!" will restart the game from the beginning.
Game Won	● When the player collects all the pencils they are brought to the winning screen. ● Click "Restart!" to play again

3) Graphics

<u>Background:</u>

The maze was used by placing desks as the barriers.
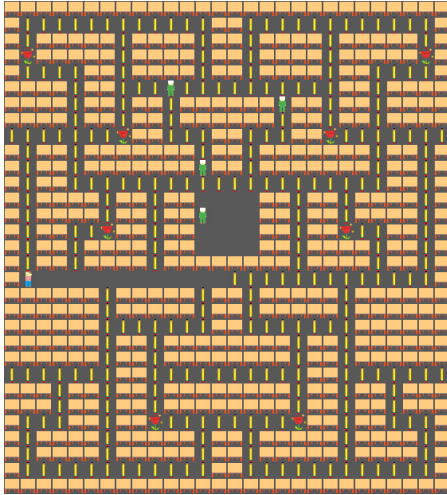
 Classroom: *560 x 620 pixels.*

<u>Barriers:</u>
The barriers of the classroom were created using images of desks.

 Desk: 20x20 pixels

<u>Item Pickups:</u>
Below are the various items you can collect for points to increase the high score.

 Pencil: 32x32 pixels

 Flower: 32x32 pixels.

<u>Characters:</u>

Name	Description	Image
Student	● User controlled Character	
Mr. Ripov	● Attacks Player	

Mr. Ripov (Ghost Form)	● Defeated Mr.Ripov	

Menus:

Start Menu:

Death Menu/Screen

Game Over Menu

4) Update Logs

10/9/2020 - (QA) Repository was created

10/9/2020 - (Specs) First Draft of Specs Document was committed to the Repository

10/13/2020 - (Graphics) Prototype Graphical Assets were selected and added to the Repository

10/27/2020 - (Graphics) Final Pickup Items and Decorations were created and added to the Repository

10/30/2020 - (Specs) Second Draft of Document was added to the Repository

11/1/2020 - (Graphics) Final Maze Uploaded to the Repository

11/4/2020 - (Graphics) Final Player and Enemy sprites were created and committed to the Repository

11/5/2020 - (Graphics) Final Item sprites were uploaded to the Repository

11/30/2020 - (Backbone) Game Code was created and uploaded to the Repository

12/4/2020 - (Specs) Changed the Format of the Final Document

12/5/2020 - (Backbone) Finalized Gameplay Difficulty, increased enemy speed

5) Credits

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