Pac-Man Example

Resources

* Dots. Scattered in maze. Eat to complete level.
* Power Pills. Four per level. Ability to eat ghosts.
* Fruits. Appear occasionally. Eat to score extra points.
* Ghosts. Four chase Pac-man. In ghost-house or chasing.
* Lives. Three.
* Threat. Abstract resource to model threat of chasing ghosts. When threat passes a certain level, Pac-Man is caught, and loses a life.
* Points. Scored when eating dots, fruits, ghosts.