**Group Project ideas**

* Horror Pacman
* God Of War
* Platformer Boss Rush
* Duck Hunt
* Blaster Master Zero
* Metal Slug
* Virtua Cop

Horror Pacman:

תמונה שמכילה טקסט, מקורה

התיאור נוצר באופן אוטומטי

* One level that you can replay.
* 3d pacman in first person
* Distorted sounds, models and wall textures based on the original concept.
* Theme is horror maze runner.
* Heartbeat meter
* Pacman sprite in the bottom of the scream
* Each ghost/phantom works in a different AI and uses a different method to try and catch Pacman.
* Potentially Pacman himself turns into a phantom and becomes an enemy himself.
* At some point the level "glitches" and you need to survive through the collapsing level.
* Slenderman style. Collect the spheres instead of the pages.
* Pacman is the enemy. And you're one of the ghosts trying to survive.

Blaster Master Zero:

תמונה שמכילה מקורה, יום הולדת, צעצוע, מקושט

התיאור נוצר באופן אוטומטי

* Turn from 2d to 2.5d
* Adventure game where you search for certain items.

Duck Hunt:

* Same as the original game but in 3d in first person.

Virtua Cop 2:

* All the enemies use the same model but color swapped.
* Camera is automatic like in the original game.
* You in first person shoot the enemies.
* Add grenade, gun, rifle weapons.
* More explosions (maybe?)
* 3d model of the main character for cutscenes(maybe?)
* First scene is you as the player inserting a coin into the arcade.
* Health pickups to restore hearts.
* Checkpoints.