

**EXAMEN KEUZEDEEL**

# **BASIS PROGRAMMEREN VAN GAMES**

**K0788**

**BIJLAGE 1 VOOR DE KANDIDAAT**

**GAME DESIGN DOCUMENT**

Dit examen is ontwikkeld door Bob van den Berge, coach bij de Bit Academy, en Joey Schmitz, docent Software Development bij ROC van Flevoland. Onze dank gaat uit naar Lincy Ellermeijer, game developer en docent Game Development bij de HvA, voor haar hulp bij het ontwikkelen van het theoretische deel van de lesstof.

# GAME DESIGN DOCUMENT

## Project Concept

1

### Player Control

You control a

player character

in this

top-down

game

where

keyboard input (WASD or Arrow keys)

makes the player

move in four directions to collect pellets and avoid enemies

2

### Basic Gameplay

During the game,

pellets and enemies

appear

from

The center of a maze layout

and the goal of the game is to

collect all pellets while avoiding enemies and progressing through 3 levels to win

3

### Sound & Effects

There will be sound effects

when collecting pellets, colliding with enemies, or winning/losing a level

and particle effects

may appear when a player dies or wins a level

[optional] There will also be

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4

### Gameplay Mechanics

As the game progresses,

ghost enemies move faster

making it

more challenging for players to avoid them and collect all pellets

[optional] There will also be

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5

### User Interface

The

score and player count

will

increase/decrease

whenever

a pellet is collected or a player dies

At the start of the game, the title

and the game will end when

	Best Education: Pacman	will appear	All levels are completed OR All players lose their lives
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<b>6</b> <b>Other Features</b>	<ul style="list-style-type: none"> <li>- The game includes 3 levels</li> <li>- The name, logo, and slogan of Best Education B.V. appear throughout the game</li> </ul>
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## Project Timeline

Milestone	Description	Due
#1	<ul style="list-style-type: none"> <li>- Project &amp; packages setup, maze setup &amp; basic movement</li> </ul>	19-05-2025
#2	<ul style="list-style-type: none"> <li>- Setting up pellets &amp; powerups, settings up constraints for the maze</li> </ul>	19-05-2025
#3	<ul style="list-style-type: none"> <li>- Setup ghost enemies and their movement system</li> </ul>	19-05-2025
#4	<ul style="list-style-type: none"> <li>- Setting up UI, logos and Text</li> </ul>	20-05-2025
#5	<ul style="list-style-type: none"> <li>- Finish up testing and final product</li> </ul>	20-05-2025
Backlog	<ul style="list-style-type: none"> <li>- <i>Feature on backlog - not a part of the minimum viable product</i></li> <li>- <i>Feature on backlog - not a part of the minimum viable product</i></li> <li>- <i>Feature on backlog - not a part of the minimum viable product</i></li> </ul>	mm/dd

## Project Sketch

