

Your Game Title Proposal



Session: 2022 – 2026

Submitted by:

Your Name Your Registration No

Supervised by:

Your PF Teacher Name

Department of Computer Science
University of Engineering and Technology
Lahore Pakistan

Important Instructions

Here you can find the major parts of your Game Proposal documentation (Sample Example of Pacman is given)

Short Description and Story Writing of your Game

Pac-Man lives in a world filled with mazes and dots. He is a yellow, circular character with a love for adventure and a hunger for dots. He spends his days exploring the maze, eating as many dots as he can find. However, Pac-Man's simple life is disrupted by the arrival of four evil ghosts named Blinky, Pinky, Inky, and Clyde. These ghosts terrorize the maze and always lurk around every corner, trying to catch Pac-Man.

Despite the danger, Pac-Man refuses to give up. He knows that if he can find the power pellets scattered throughout the maze, he can turn the tables on the ghosts and eat them for points. So, Pac-Man sets out on a quest to find the power pellets and clear the maze.

As Pac-Man navigates the maze, he faces many obstacles and challenges. But he never loses hope and he never gives up. With his wits and cunning, he outmaneuvers the ghosts and finds the power pellets, becoming stronger and more powerful with each victory.

Pac-Man eventually succeeds in clearing the maze and eating all the dots. He becomes a hero, known for his bravery, determination, and never-say-die spirit. The ghosts may try to stop him time and time again, but Pac-Man always perseveres and triumphs in the end.

The legend of Pac-Man lives on, inspiring new generations of players to explore the maze, eat the dots, and defeat the ghosts. Pac-Man remains a timeless classic that captivates and entertains players of all ages.

Game Characters Description

Player

There is one human player in the Game.

Pac-Man:

Pac-Man is the main character in the game and is known for his yellow, circular shape. He is adventurous and loves to explore the maze, always searching for dots to eat. Pac-Man is brave, determined, and has a never-say-die spirit. He is the hero of the game, admired for his bravery and determination in the face of danger.

Enemies

There are 4 enemies in the game.

Blinky:

Blinky is one of the four evil ghosts in the game and is known for being aggressive and difficult to shake. He is always chasing Pac-Man through the maze, trying to catch him at every turn. Blinky is fast and relentless, making him one of the most dangerous foes that Pac-Man must face.

Pinky:

Pinky is another of the evil ghosts and is known for her unpredictable movements and moves randomly in the Game

Inky:

Inky is one of the four evil ghosts in the game and is known for his vertical movement in the game.

Clyde:

Clyde is the final of the four evil ghosts and is known for his horizontal movement in the game.

Game Objects Description

Following are the Objects in the Game

Power Pallet:

A Power Pellet, also known as an Energizer, is an object used in the Pac-Man games. In arcade games, when Pac-Man devours a Power Pellet, it causes the ghosts to go into Blue Mode, allowing him to eat them.

Food Pallets:

Small white dots are called “Food Pallets”. When Pacman collects a food pallet its score increases by 1.

Walls:

Walls are the barriers in the game which the Pacman and the ghosts cannot cross.

Rules & Interactions

Pac-Man can eat food pallets that have been put across the maze. Pac-Man loses a life if he collides with any of the ghosts. If Pac-man eats Power Pallets, then the ghosts will turn blue and then Pac-Man can touch the ghosts as well. Score increases when the Pac-Man eats food pallets.

Goal of the Game

The goal of the game is to eat all of the food pallets that have been put across the maze while avoiding the Ghosts.

Formatting Instructions

1. Heading Size is 16
2. Sub heading size is 14
3. Further heading size is 13
4. Make your heading font bold
5. Text Font size is 12
6. Use Times New Roman Font Style
7. Text paragraphs should be justified. (Justify is feature of MS Word)

Game Requirements

Following are the requirements for your games

1. Your game should have 1 human player controlled with Arrow Keys
2. Your game should have at least 3 enemies. Every Enemy should have different functionality
3. Proper Scoring System. i.e. on collecting some coins or some objects in the game, player score should increase.
4. Proper Health System. i.e. on colliding with the enemy or being hit by the enemy's fire or weapon, player's health should decrease with some value.
5. Proper 3 Life system. i.e. after being hit by the enemy multiple times when the player's health becomes zero, player's life should be decremented by one and location of the player should start from the beginning.
6. Enemies Movement implementation with gotoxy function.
7. Proper Firing System. The player should have some capacity of firing some bullets, or arrows or bombs according to your game. Enemies should also have same firing capability according to the game.
8. Those ideas will be encouraged that are unique and have a different and interesting story behind it.

Here are some videos for Project Ideas.

- <https://www.youtube.com/watch?v=ucRYLobga0g>
- <https://youtu.be/rfJLLdKcbww>