

H1 - Create Game

H-HUB-100

Pacman 3D

Video Games in 3D



Pacman 3D

binary name: Pacman3D
repository name: CreateGame
repository rights: ramassage-tek
build tool: no need here



- The totality of your source files, except all useless files (binary, temp files, obj files,...), must be included in your delivery.
- All the bonus files (including a potential specific Makefile) should be in a directory named *bonus*.
- Error messages have to be written on the error output, and the program should then exit with the 84 error code (0 if there is no error).



Pac-Man is a maze arcade game developed and released by Namco in 1980. The original Japanese title of Puck Man was changed to Pac-Man for international releases as a preventative measure against defacement of the arcade machines.

Pac-Man is a maze chase video game. The player controls the titular character through an enclosed maze; the objective of the game is to eat all of the dots placed in the maze while avoiding four colored ghosts.

The steps for this workshop is:

- Taking control of resources
- The player
- The AI
- Bonus



For all your questions don't hesitate to look at the **Unity doc**, one of the best made docs in the world.

The estimated time for each step is:

- Taking control of resources: 40min
- The player: 30min
- The AI: 30min
- Bonus



RESOURCES



To get started you need a good installation of unity.

For this step you need download the workshop ressource on git:

- https://github.com/Ydos2/Workshop_Create_Game_Pacman_3D



Install all package in your project



THE WORKSHOP

For the workshop you have to fill in and replace the commentary texts and follow the instructions in the scripts. To do this work on the scene given with the scripts associated in the repo github.



use the doc!