**CS 174A Term Project Proposal**

**Team Members:**

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**Main Idea:**

We will be creating a 3D Pac Man game.

**Description:**

The game will be from the perspective of Pac Man. We will use the keyboard to control Pac Man’s movements.

The maze will be a 3D version of a one-story-high maze. All characters, objects (including points) will be in 3D.

There will be an orthogonal map of the maze in a corner of the screen.

[need to add more to this]

**Diagram:**

[supplied by Steven]

**Advanced Topics:**

[at least 2; need to list them and how we use them in the game]

**Future Implementations:**

[for ideas we would like to do, but might not have time to]

More stories for the maze (e.g. two story-maze)

Wormholes?