Topic Elements of Game Design

● Learn to deconstruct games.
● Identify the important game design elements.

Game Design Element	Pacman Game
Character(pc and npc)	Pc=Pacman, Npc=ghost
Goal	Player has to control pacman to eat all the yellow dots spread across in the maze
Rules	1. Pacman has 2 lives 2. Pacman can eat yellow dots 3. There are 4 ghosts patrolling in the maze 4. Ghost can eat pacman when they see and catch it. 5. 5 power pellets for pacman using which pacman can eat the ghost 6. Ghost can be reborn after they are eaten 7. Game is won when pacman eats all yellow dots in the maze 8. Game is lost when pac man loses both it's lives
Balanced	The game is not too difficult nor to easy. 4 monsters patrolling vs. power pellets Maze corners in which pacman can hide
Adaptivity	It gets harder to eat the dots as the game progresses
Chance VS. Skill	Chance: ghost can come randomly Skill: How quickly player can maneuver
Feedback	Player gets points depending on the dots or ghost they eat. Player loses life when eaten by the ghost Sound in the game also can give quick feedback to the player