

PAC-MAN, VERSION 1.12

11/19/19

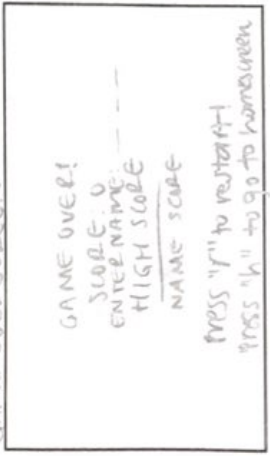
Black background, white text for all screens, game ends in all modes when Pac-Man gains all the points or dies 3x

HOME SCREEN



1 Two options: single or multiplayer (multiplayer will be implemented later)

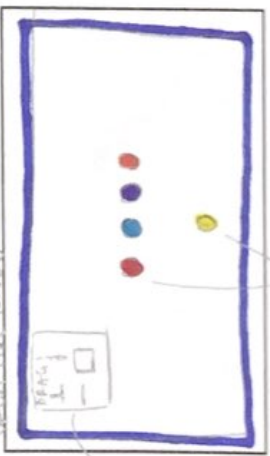
GAME OVER SCREEN



will be implemented in each mode

4 END SCREEN

later feature: implement high score board
press 'r' to restart, 'h' for home screen
OFF-SCREEN

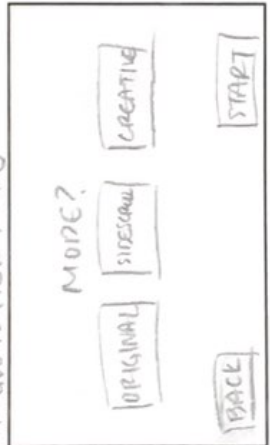


menu to put walls down

move Pac-Man + ghosts around

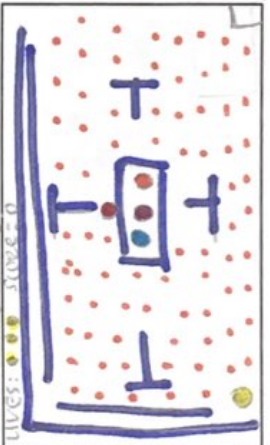
Ghosts will still have smart algorithm points will be displayed after odds are created game will be played like original mode

SINGLE PLAYER MODE



2 Each button will trigger a different game mode

SIDESCREEN MODE



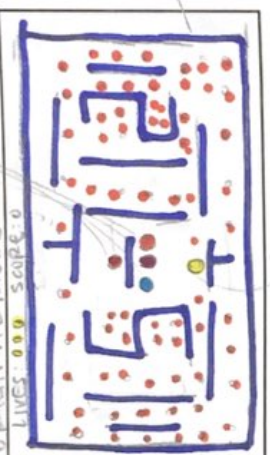
5 Ghosts will still have smart algorithm

MULTIPLAYER MODE

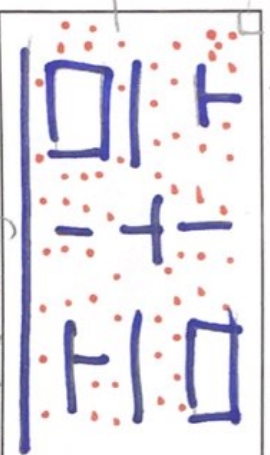


8 One player will be ghost, one will be Pac-Man
game will be played in any of the modes other ghosts will still be controlled by algorithms
if ghost runs into other ghost, Pac-Man will gain points

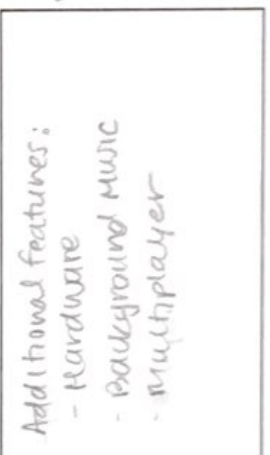
ORIGINAL MODE



3 Normal Pac-Man, ghosts will have different algorithms to find Pac-Man
* implement delay feature when game starts, Pac-Man dies, power-up



6 Randomly generated walls points will be generated where there aren't points
* IMPLEMENT FEATURE TO SEE ENTIRE MAP + your section highlighted



Additional features:
- Hardware
- Background music
- Multiplayer