Project Proposal

Our team is interested in making a pacman and maze hybrid style arcade game. Our pacman and maze hybrid would be like a classic game of pacman, however, instead of just walls as it is in the traditional layout, our game will consist of a maze and the user would have to traverse the maze trying to avoid the 4 ghosts. The user starts a level at one end of a maze (top left), and the objective is to control the avatar to get to the other end (the red square) before the ghosts catches up to our avatar. The ghosts will move on their own in random directions. If the avatar is in a direct line of sight as one (or more) of the ghosts the ghost will chase after the avatar.

The player will get a set number of points for completing each level, and the maze will be scattered with “dots” and every “dot” that the player collects will increase their score.

Once the player makes it to the end of the level, the String “winner” will be printed to the terminal. If the ghost hits the player the game would end and the string “Game Over” will be printed to terminal.