The Pac

Brought to you by:

SuperHotFire





But….In 2.5D Dimensions!

Revision: 0.0.1

GDD Template Written by: Terry J Humber

Special thanks to Chris & Esaac

Otherwise this would not have happened

[Overview](#_yj5nhqp5cf0j)

[Theme / Setting / Genre](#_5s48wntac2es)

[Core Gameplay Mechanics Brief](#_uzq23hfhdv6e)

[Targeted platforms](#_kvz0cxkhwt0s)

[Monetization model (Brief/Document)](#_421ijgnpyvmc)

[Project Scope](#_rdb2xo3rjh0s)

[Influences (Brief)](#_155cm8v36jpc)

[- <Influence #1>](#_c6nxu1rzd2cc)

[- <Influence #2>](#_ssiemceczw16)

[- <Influence #3>](#_31bxzkfeuvl6)

[- <Influence #4>](#_o4f1wa5aq6q3)

[The elevator Pitch](#_337xnergkz1b)

[Project Description (Brief):](#_z7oe7x50rpf3)

[Project Description (Detailed)](#_exbmsy55zuvb)

[What sets this project apart?](#_s4h84uy3suza)

[Core Gameplay Mechanics (Detailed)](#_a8x4s87df6uk)

[- <Core Gameplay Mechanic #1>](#_jyik8zbcjcio)

[- <Core Gameplay Mechanic #2>](#_y46mn9zee60t)

[- <Core Gameplay Mechanic #3>](#_lmzwvmw5e0hr)

[- <Core Gameplay Mechanic #4>](#_kct9c2l3dr9p)

[Story and Gameplay](#_6pmf08ssy6y0)

[Story (Brief)](#_ctv1wxi9dpll)

[Story (Detailed)](#_kqt2h5q76zyt)

[Gameplay (Brief)](#_ejtq4v6r30ui)

[Gameplay (Detailed)](#_cl69l94amjmx)

[Assets Needed](#_6m1256af7s3j)

[- 2D](#_1wb69txjqarm)

[- 3D](#_xdk2cy4n4ovn)

[- Sound](#_f8xx8iwg5gs9)

[- Code](#_ky1qxs88utre)

[- Animation](#_isk96p5euy3r)

[Schedule](#_kmt9zaowjejr)

[- <Object #1>](#_r3fjjzh8krjg)

[- <Object #2>](#_j584764hn4bz)

[- <Object #3>](#_lbj31oz0xb3v)

[- <Object #4>](#_p0jgh8xq0o3r)

# Overview

## Theme / Setting / Genre



## Core Gameplay Mechanics Brief

Gameplay Mechanic #1 Player collects pellets while evading enemies

Gameplay Mechanic #2 Collect Power up to be able to destroy enemies

## Targeted platforms

- Pc / Steam

## Monetization model (Brief/Document)

- <Monetization Type> (Premium, Paid Alpha/Beta/Final, Ad Driven, Micro-transactions, Subscription, etc.)

- <Link to Monetization Document>

(How do you plan to monetize the game?)

## Project Scope

Game Time Scale

- Entire Year Sept/18 – April /18 (Engine and Game)

- Cost? (How much will it cost? – Our valuable time)

Team Size

- 3 Members

- Terry Humber

- The man with the looks

- Essac Ahn

- The man with the attitude

- Chris Farfan Centeno

-The man with the brains

- <Licenses / Hardware / Other Costs>

## Influences (Brief)

### - <Influence #1>

- Pacman

- We believe we can learn a great deal from making this type of game.

## The elevator Pitch

Collect yummy pellets while evading spooky ghosts, can you find the sacred fruit?

## Project Description (Brief):

This game will be the first title produced by SuperHotFire’s IamNotAWrapper game engine and will be similar to the original Pacman game from Activision. The object will be for the player to collect all the pellets in the level to advance to the next level, while carefully avoiding 4 different ghost enemy types. The player will find a power up in each corner of the level which allows the player to be able to briefly eliminate the ghosts. The ghosts will come back after a short period of time so the player needs to use this time effiecently. Classic Pacman.

## Core Gameplay Mechanics (Detailed)

### - Core Gameplay Mechanic #1

Collect pellets to advance.

- Player must collect all pellets in level to advance in the game.

### - Core Gameplay Mechanic #2

Collect Power up to be able to destroy enemies

-Player can collect a limited amount of power up pellets in the level that allows the player to temporarily eliminate enemy ghosts for a brief amount of time. This gives the player time to collect regular pellets without worry of being killed by an enemy ghost.

### 

# Story and Gameplay

## Story (Brief)

No story just collect and survive.

## Story (Detailed)

Same as above.

# Assets Needed

## - 2D

Textures

- Environment Textures

- **3D**

Textures

- Environment Textures

- Player and Enemy Textures

- Pellet and Power Up Textures

Characters List

- Pacman

- Red Ghost

- Blue Ghost

- Pink Ghost

- Orange Ghost

Environmental Art Lists

- Pellets

- Power ups

- Fruit Bonus’

- Level(s)

## - Sound

- Sound List (Player)

- Character Movement Sound List

- Wonka Wonka

- Character Hit / Collision Sound list

- Pellet collection sound

- Character on Injured / Death sound list

- Death sound

## 

## - Code

- Character Scripts (Player Pawn/Player Controller)

- Ambient Scripts (Runs in the background)

- Example

- NPC Scripts

- Example

- etc.

## - Animation

- Environment Animations

- Bonus Fruit

Movement animation

- Character Animations

- Player

Movement animation

Powered up animation

Death Animation

Victory Animation

- Enemy

Movement animation

Death animation

# 

# Schedule (2nd Semester will be updated, building engine 1st)

### - Object #1

- 2nd Semester

- Milestone 1

- Milestone 2

- Etc.

### - <Object #2>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #3>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.

### - <Object #4>

- Time Scale

- Milestone 1

- Milestone 2

- Etc.