**First Person Pacman | Conceptual Log Book**

**Chapters:**

Section 1: Setting the Foundations  
 Idea

Objective

Design

Features

Character

World

End Product?

Starting Point

Section 2: In The Beginning

Section 1: Setting The Foundations

**Idea:**

With First Person Pacman we want to bring an arcade classic into a brand new context which will completely change the gameplay. This game will capture the perspective of Pacman in his own game turned against him. The survival aspect will be greatly emphasised and a major sense of disorientation will be present.

**Objective:**

The objective to this game is to survive each passing level and their ghosts by venturing the maze and collecting all of the dots.

To simplify our project and enhance the survival aspect of the game we are going to have different spawning techniques for the ghost, having more ghosts in the maze than the arcade game, and different AI system, less advanced so that they are not over powered.

**Design:**

The main feature that separates this from the original Pacman is the first person aspect of it. The main camera will be from within Pacman’s mouth, meaning the vision will be obscured with every chomp Pacman performs. We have decided to have the halls within the maze large enough to have Pacman move from side to side for the reasons of turning around.

**Features:**

Seeing as Pacman continues in one direction in the arcade game, we have decided to not have movement keys but instead have him continually move in whatever direction Pacman is facing. To with stand the amount of ghost that will be spawning Pacman will be given a pellet gun which will take down the ghost in a few shots, though we are deciding whether to have the pellet gun outside of Pacman, or have him fire the pellets from within his mouth. To help indicate that ghost are around, we are hoping to have them emit a not so loud frequency.

**Character:**

PACMAN!

**World:**

The maze is going to be the setting for all of the game. The maze will be designed to look like the original maze from the arcade Pacman, giving it a very unmark-able and confusing map.

**End Product?:**

We have decided to set a minimum expectation of what the end product should be, and then subjects to work on once the minimum foundation has been achieved.

Minimum:

* Textured Maze
* Textured Game Objects
* Animated Pacman
* Basic Ghost Enemies
* Animated PacDots
* Pellet Gun
* Functioning Movement
* Audio
* Score System
* Life System
* Game-Over function
* Power Pellets
* Spawning System

Updates:

* Better Ghost AI
* Fruit
* Teleport Gateways
* Updated Map

Section 2: In The Beginning

**Starting Point…**

To start the game we separated the responsibilities of the founding elements among us.