

Intro to Game Programming
CS38101, Fall 2021
Meldin Bektic
Initial Project Report

Solo Project:
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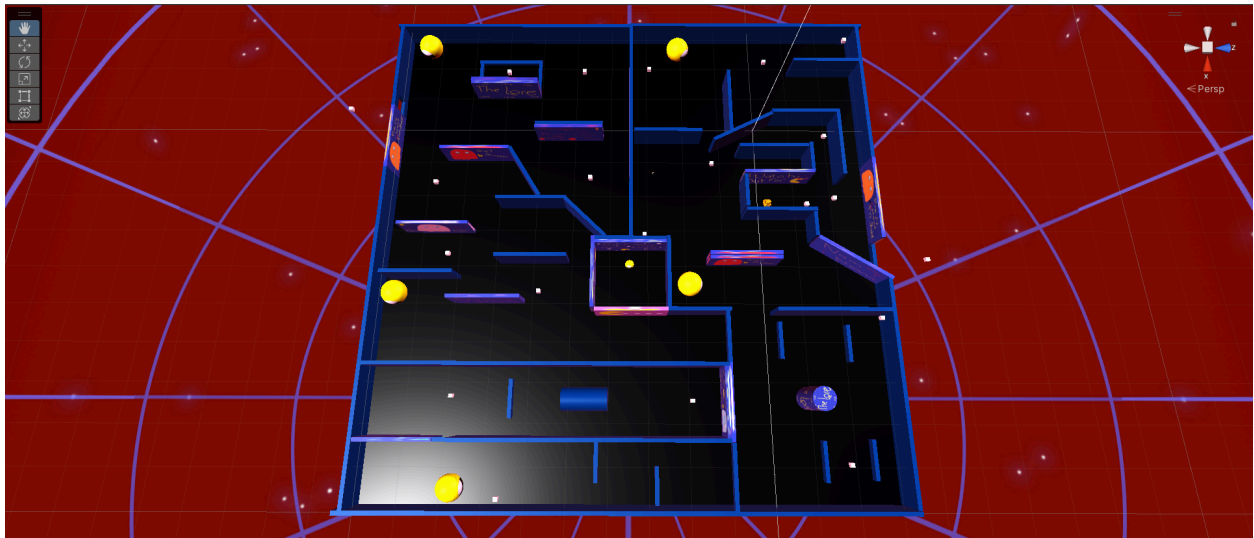
Maze Pac-man shooter - Tentative Title

A short abstract/description summary:

If you remember my second project from Game Engine Concepts. I Made a Pacman tank shooter game. I want to expand upon it and make it a first person shooter, where you go after Pac-men in a maze with multiple floors or levels. Also there will be different objectives on some floors like maybe collecting all the items in a stage or something like that.

Mockup design document layout:

a. Core mechanics - The Player would control a player controller in first person and have a plasma gun to shoot at enemies. (A plasma gun would just look like a futuristic gun). You would make your way through a maze trying to kill every enemy to unlock the next floor or level. (Think of like Doom kind of). At the 5th or 10th level there would be a boss to defeat. If you die you return to the start of the level.





b. Visual aesthetic - Darker, semi-horror vibe. Think Like a retro 80's arcade with blue, black, and purple colors and lights. Futuristic vibes.



c. User Interface - There would be a health bar, thinking like an analog presentation. The Health bar would just be a bar with multiple segments and you would lose a segment of the bar after getting hit; There would be no exact numbers. There would be something tracking what floor you would be on; there would also be an objective on the screen for the specific floor. If it is to collect all the collectibles, then it would say how many are needed. If it's to defeat all the enemies then the number of enemies you need to kill. There would also be a title screen and pause screen if buttons and stuff.



d. Music/atmosphere - Honestly I might just use music from games and stuff from my computer some might fit a creepy vibe others not as much and be goofy.

e. Controls - Controls would probably be moving with WASD and the mouse to shoot and aim. Like other first person shooters. Space to jump. Fast paced action and movement. Using the mouse would be subject to change depending on how hard it is to program.

f. Target audience - The Target audience would be more experienced gamers, who have used a mouse and keyboard before. Everyone 10 and up, would be my target audience. I guess.



g. Etc... Jimmy Vegas would not be a part of my project. Also everything may be subject to change. I would let you know ahead of time if that happens.

First set of tasks:

Make the Map and other graphics. (one map/floor at first)

Create a playable character. (model and code).

Enemy design and pathing.

UI Interface.

Basically make one level/floor working good. Then make new levels with different objectives.