

Dylan Sarell

Meldin Bektic

Final Project Iteration 3

10.30.23

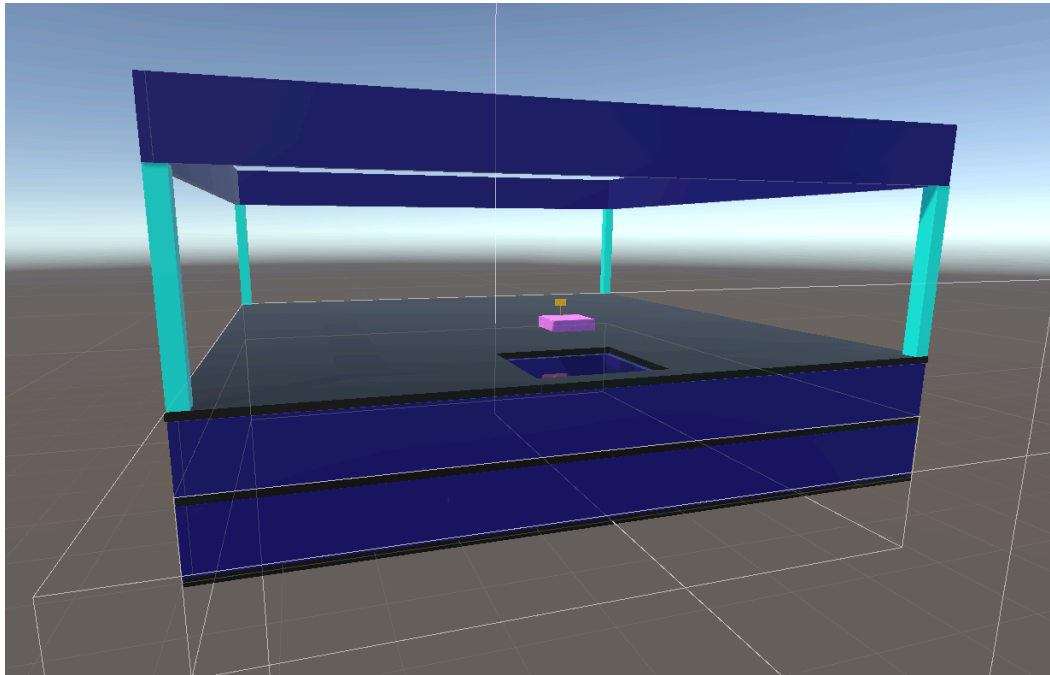
Pac-Man FPS

For my Project this iteration I focused on creating the enemy AI with a NavMesh and using raycast to make shooting work. I pretty much finished designing the first maze map. There are 3 floors: The first floor you have to collect all the Power Pellets, the second floor you have to defeat all the enemies (Pacman Butlers), and the third floor there would be a boss to defeat. I made a NavMesh surface for the first and second floors so that the Pacman Butlers can chase and attack the player. I also made a new script for shooting the gun with raycasting. Right now it can detect what you hit and fire a blaster shot from the gun. It can also do damage to enemies and certain walls. However I'm having trouble making a bullet hole effect when hitting an object.

I implemented a Death Screen menu when the player dies. It has a few basic buttons that you can click to either restart the level, go to the title screen or quit the game. I added music to the title screen, credits, controls and bonus lore pages. I made it so that the music carries over from scene to scene until it goes to the game scene. There is also a special game over song.

In the next Iteration I will hopefully figure out a few issues that I have like my enemies not facing the player the right way. Or the bullet hole effect not working properly. I will also focus on making a boss, with a new model and health bar. There will be a maze complete effect or screen. Just overall finishing touches on the first maze. If I have time, I'll work on the second maze and/or a Maze select screen.

- Outside view of the Maze



- Army of Pac-Man Butlers!



- Death Screen

