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Final Project Iteration 4

11.29.23

Pac-Man FPS

For this iteration I worked on finishing the first map. I implemented a boss named the Pac-Man Wizard. He's located at the top of the maze and has his own boss theme. After defeating the boss you stop and the Pac-Man has an 'explode' particle effect and your score will appear on screen. Then after a few seconds you will be taken to the maze Select screen automatically. Depending on how high your score is you will get different text and if it's a new high score it will save it via playerprefs. I also made a Maze Select Screen where you can choose between a beginner or expert maze. Your high score for each maze is also displayed.
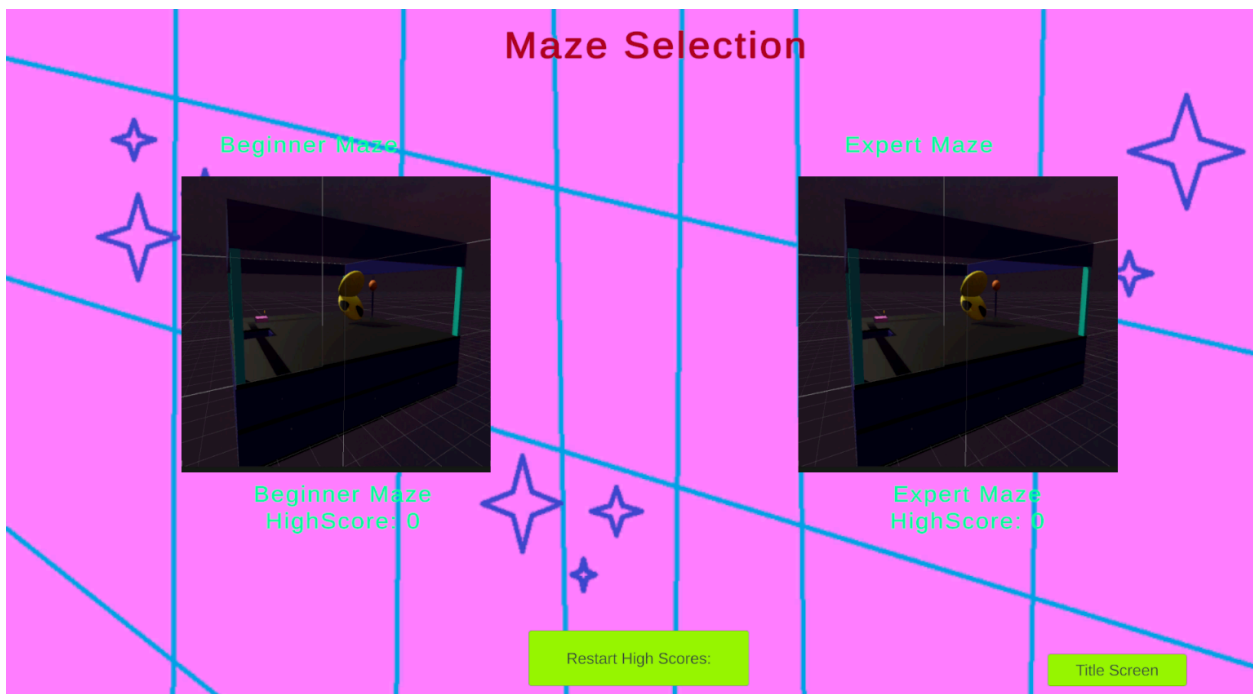
I was also able to fix some problems from the last iteration with Meldin's help. We were able to fix the issue with the bullets facing the wrong direction when fired and the enemies not directly facing the player. I made a more spooker atmosphere by adding a new darker skybox and I also gave the player a Flash light. The Maze is pretty dark now. Finally I did some level balancing making the enemies faster and stuff. Enemies now give the player 30 score points when killed.

In the Next Iteration, which is the last one, I will hopefully finish up the game and make a second map. The Second map would be harder than the first and I might just stick with 3 floors for now due to time constraints. The first map should be fully done. I will also spend the time doing some bug fixes and testing to make sure everything works.

- Outside view of the Maze (SPOOKY) With New Pac-Man Wizard
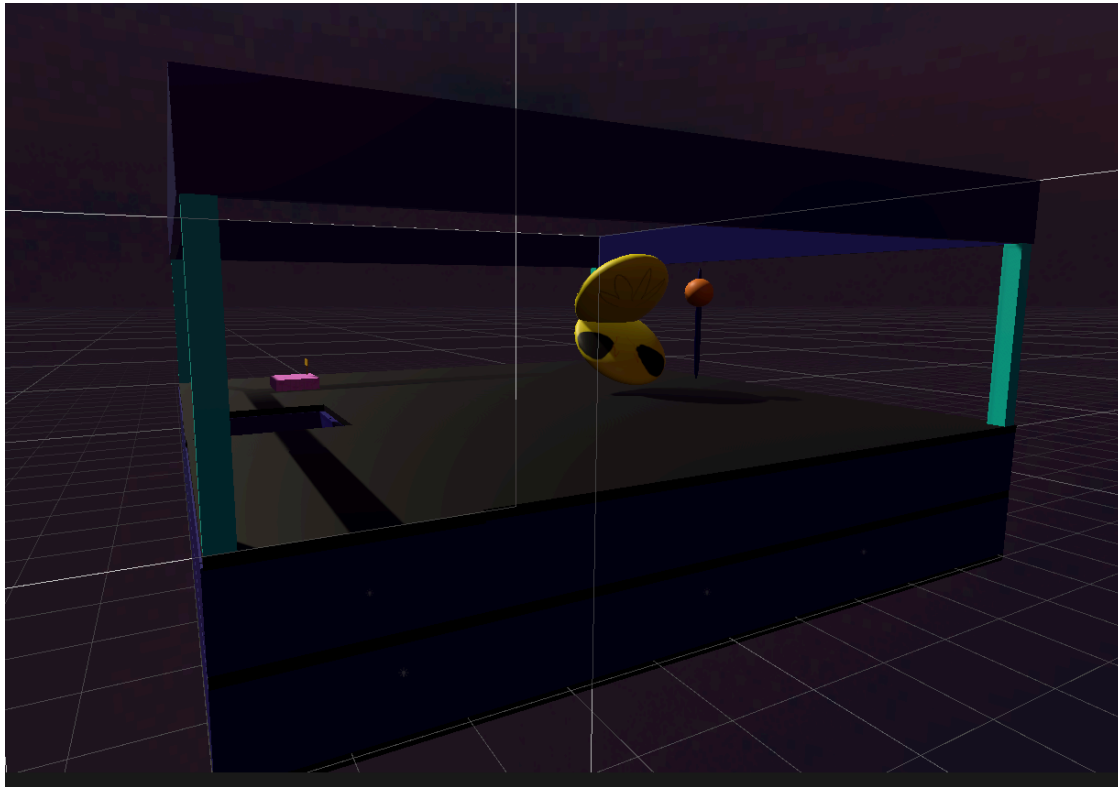
- Maze Select Screen

- Gameplay

- The Boss