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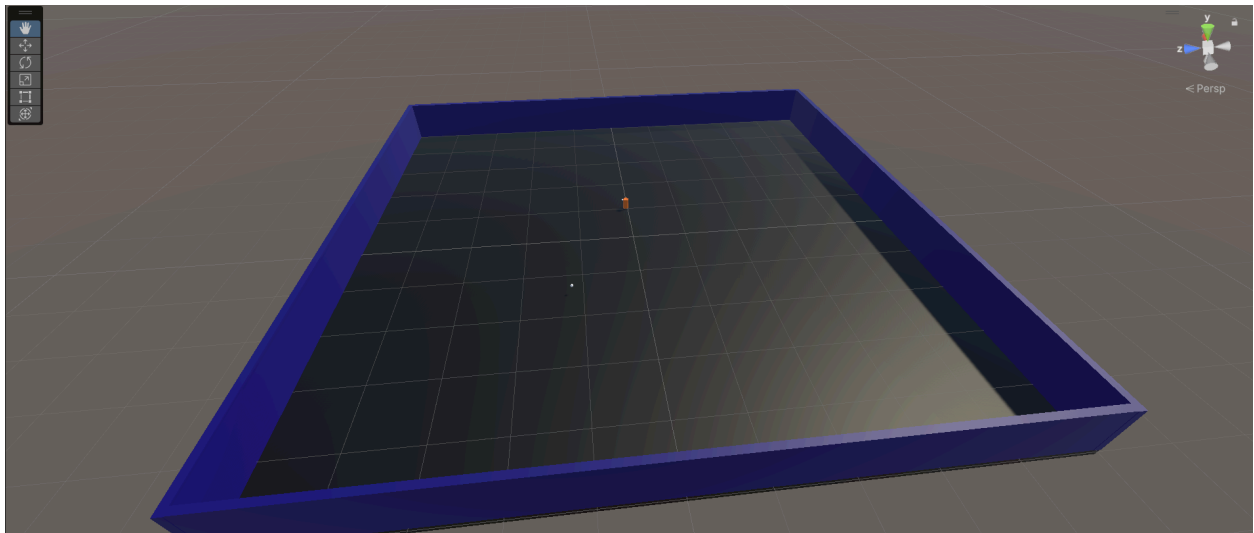
Final Project Iteration 1

9.20.23

Pac-Man FPS

In my first iteration, honestly I didn't do too much. I've just been busy with other things. I Made a small level area and a basic character player. You can move with WASD and jump with the space bar. I am basically using a cylinder as a player controller and moved the camera so that it would be in first person. Next I added a temporary gun (cube) just to have it there to see what it would look like. I struggled with making the player jump only when they are on the ground. I followed a few tutorials and made it so that an invisible object (attached to the player) would check if the player is on the ground or not. It will constantly check if the player is on the ground with the update function; Only when the spacebar is pressed and the player is on the ground the player would jump. This prevents infinite jumping. I also made it so that the mouse moves the camera and player around. Basically the player is controlled like any other first person shooter game. That is about it, just some of the basics for my game.

In the next iteration I plan to focus on adding more depth to the map and some interaction with collectables, walls and enemies.



Basic map



First person view