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Final Project Iteration 2

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### Pac-Man FPS

In the second Iteration I focused on making one solid floor to work. Basically I have 1 floor of the first Maze done. I added Collectibles with triggers, textures and animations so they can be picked up. I also did a lot of UI updates adding health, score, objectives and more. I also fixed a problem that I was having with my Player going through walls. I fixed it by making it physics based (help from Meldin). I also added a title Screen with buttons. There is a controls page, credits page and bonus lore page. The Start Button also works.

I did some stuff with triggers and made it when you collect all the power pellets you can turn on a switch which opens the door to the next floor. (which is not finished). I made my first Basic enemy model as well as a blaster bullet model. I did some lighting to make the maze look cooler. Finally I added in some music and sound effects from other games.

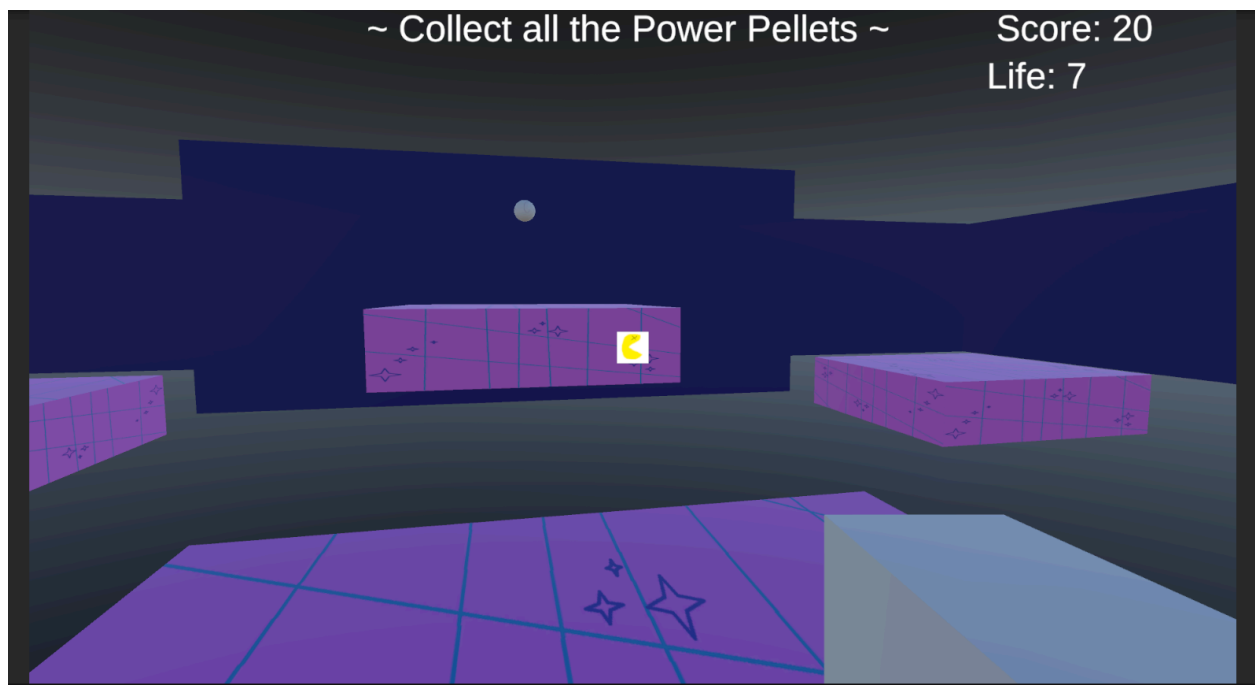
I did not have many huge problems except in fixing the player moving through walls. Which took me a while to implement. Meldin and youtube tutorials helped me out. At one point, I think I said something about there being an on-screen map but I will get rid of that idea for now.

The next step for me is to make the enemies somehow track and attack you. I would Also like to implement shooting not only enemies but also have some (unlocked) doors be destroyed. Lastly, I would like to finish the first map which will have 3 floors. One floor objective would be to collect all power pellets, another to kill all the enemies and then a boss floor. This first map would be like a tutorial map.

- Title Screen



- Basic Gameplay





- The Pac-Man Butler

