

# Design of Atari Game

## Initial Design

- Maze like structure
- 2P game
- Player 1 tries to get to V exit
- Player 2 tries to tag player 1
- Powerup that allows player 1 to destroy player 2 by touching him for a brief period of time. (Like the power up in Pac-Man)
- Power-up for player 2 to speed player up slightly for rest of game

Revision

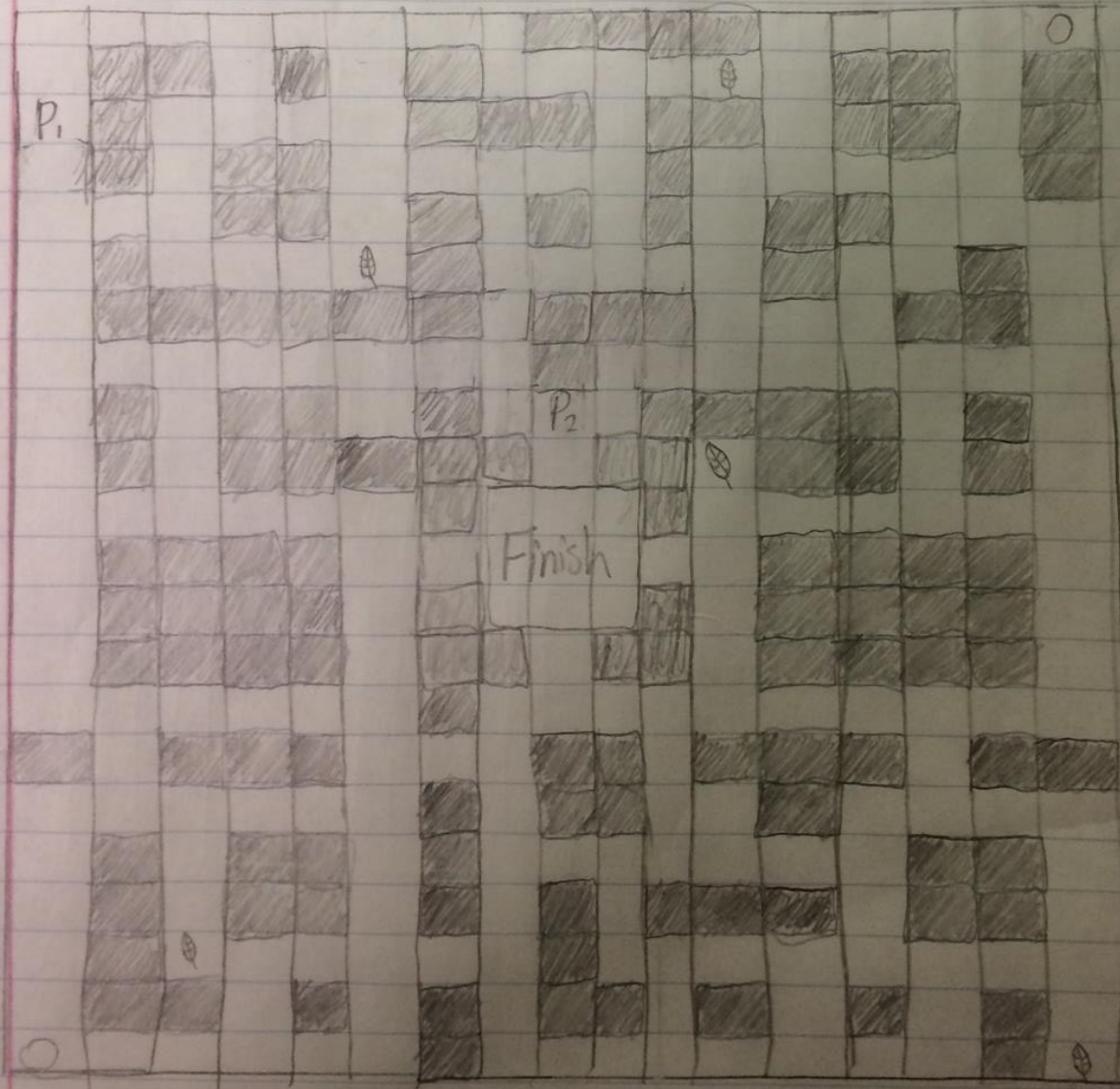


Button, to open door to the 11/28/17

Scraped 11/28/17 ← Revision

Scraped 11/28/17 ← Revision

Mock Up



Key:

P<sub>1</sub>: Player 1

P<sub>2</sub>: Player 2

O: P1 PacMan

Power-Up

⊙ Spd PowerUp

Game Screen: 32x11 Players: 2x1

Level S



Multiplayer Version

Similar to Pac Man

Add power-ups later

Scrap power-ups 11/28/17 < Revision

X: Wall

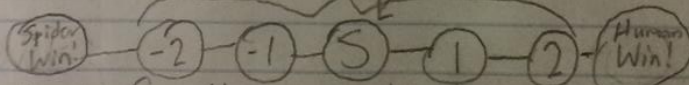
(X): Button

P<sub>1</sub>: Player 1 (Human)

P<sub>2</sub>: Player 2 (Spider)

Spider moves at half the speed that human moves at.

Levels Starting Level



Rules: Start on level S. Human objective to get to button in middle of field, this will open up a piece of the wall that the human must go to to win the game! The spider's objective is to prevent the human from getting there and colliding with the human to destroy him. If the human wins, the level moves one over to the right, if the spider, it moves one to the left. If the human wins level 2 or the spider wins level -2, that player wins it all. Levels can be repeated. Levels get harder the more you player wins, and easier for the opponent.

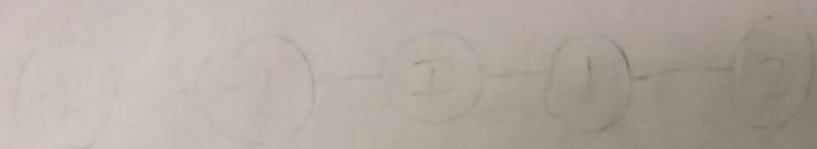


# Level 1



# Level 2

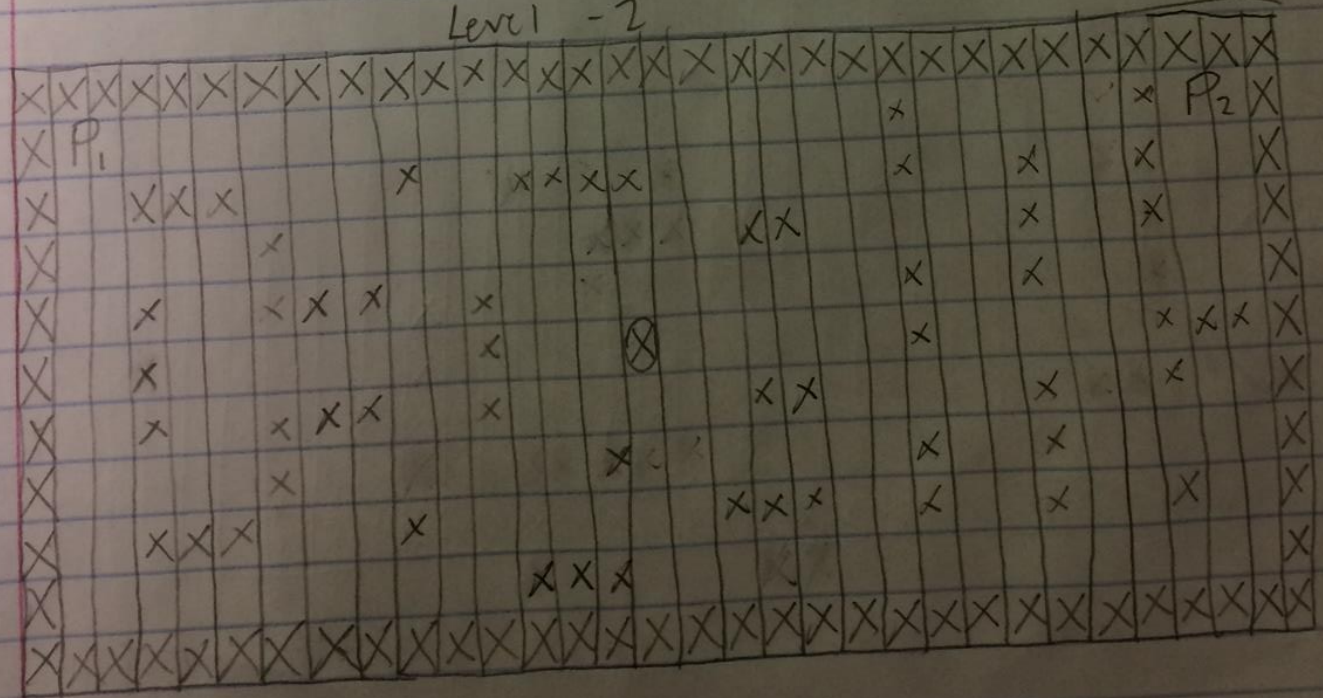




level - 1



Level - 2

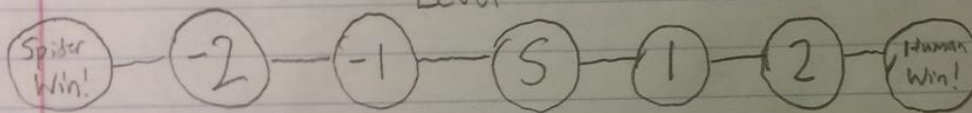




## Final Outline of Design

- Why make this game: We are creating this game to be a fun little maze-like game like Pac-Man, but with a multiplayer twist
- How to play: - Human player: Try to move to the button in the middle of the maze, and then get through the opening created from the level.
  - Spider player: Try to capture the human player by just touching the player. Spider moves at half the speed of human

### Level Structure



↑  
Starting  
Level

Levels get progressively harder for humans the further to the right they go.

If human

wins, move one level over to the right.

Levels get progressively harder for spider the further to the left they go.

← If spider wins, move one level over to the left.