

Pac-Snake: Game Pitch

Genre: Arcade, Puzzle

Target Platforms: PC

Target Audience:

- Fans of classic arcade games (Pac-Man, Snake)
- Casual gamers who enjoy fast-paced, high-score-based gameplay

Gameplay and Mechanics:

- **Pac-Man Elements:** Navigate a maze, collect coins, avoid ghosts.
- **Snake Twist:** After consuming a power-up, the player can eat ghosts, which increases the length of their body like Snake.
- **Survival:** Players can only die if a ghost hits their face without a power-up or if they collide with their own body. The body is immune to ghost attacks.

Player Goals:

- **Primary Goal:** Fill the board with the player's extended body, like Snake.
- **Secondary Goal:** Score as many points as possible by collecting coins and consuming ghosts before dying.

Key/Core Features:

- **Power-Up Mechanics:** Grant temporary invincibility to eat ghosts and grow longer.
- **Respawning System:** Coins and power-ups respawn every 10 seconds, encouraging continuous play.

User Interface Design:

- **Retro Arcade Style:** Bright, pixelated visuals with clear indicators for coins, power-ups, and player status.
- **Score and Length Tracking:** Real-time display of player score and body length for competitive play.

Unique Selling Points (USPs):

- **Fusion of Pac-Man and Snake Mechanics:** Combines the best elements of two iconic games into a single unique experience.
- **Dynamic Challenge:** As the player's body grows, the gameplay becomes increasingly strategic, requiring careful planning to avoid death.
- **Nostalgic Yet Fresh:** Retro-inspired aesthetics and sounds with a modern twist on gameplay.

Pac-Snake offers a nostalgic arcade experience with a fresh, strategic challenge that appeals to both casual players and arcade enthusiasts.