NAMCO

Pacman

Game Document

Version #01

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February 7th 2017

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I. Game Overview

The player controls the main character Pac-Man. Pac-Man traverses through a maze to collect dots avoiding ghosts. Once all dots are collected the goal is reached and the stage is completed. Ghosts start from a box located at the center of the stage and are released when the game starts.

II. Game Play Mechanic

Pac-Man will move in one direction until another directional input is given. Pac-Man has a certain amount of lives and loses a life when he is caught by a ghost. Pac-Man is caught when a ghost occupies the same space as Pac-Man. Once all lives are depleted the player loses. There are super pellets within the maze that allow Pac-Man to turn the make Pac-Man invulnerable, reverses the direction the ghosts walk and lets him eat ghosts. When eaten the ghosts return to the center box to recover and chase Pac-Man again after fully recovering.

III. Camera

Top down 2D game.

IV. Controls

The game will use a joystick with directional input. Only requires up, down, left, right, a back button and a button to confirm.

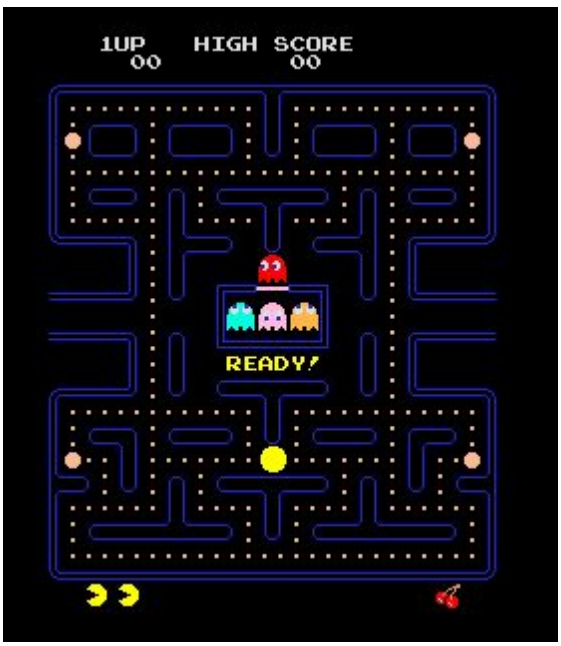
V. Saving and Loading

The game has no save points. Players can save their initials if they make a highscore.

VI. Menu and Screen Descriptions

Menu includes options to start game, view controls, and view about game

Layout of the game showing the environment and the maze layout. At the top shows what player is currently playing and the score. The bottom displays how many lives are left by the number of Pac-Man's and how many cherries spawn in the level.



VII. Game World

The environment is a maze created in a black void.

VIII. Levels

All levels include the same map.

IX. Game Progression

In later levels the Pac-Man will no longer be able to eat the ghosts when a super pellet is obtained, however the ghosts will still reverse directions.

X. Characters

Pac-Man is a yellow circle that has a mouth that opens and closes as the player moves.

XI. Enemies

Four ghosts each a different colour and each have their own attribute that pursues Pac-Man.

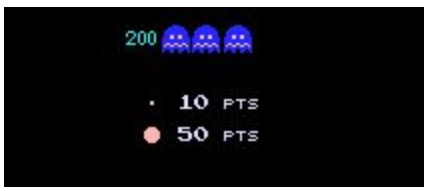
- *Blinky is red and positions them self behind Pac-Man*
- *Pinky is pink and positions them self in front of Pac-Man*
- *Clyde is orange and wanders randomly*
- *Inky is teal and can take on attributes of the other ghosts*

XII. Items

- *Super pellets that empower Pac-Man allowing him to modify the behaviour of the ghosts*
- *Cherries that give additional points*

XIII. Scoring

- Collecting pellets are 10 points each
- Super pellets are 50
- Each eaten ghost is 200
- Cherries are also 200



XIV. Future Features

- *Different maps*
- *More power ups*
- *Different enemies*