NAMCO

Pacman

Game Document

Version #01

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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 cherries 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.

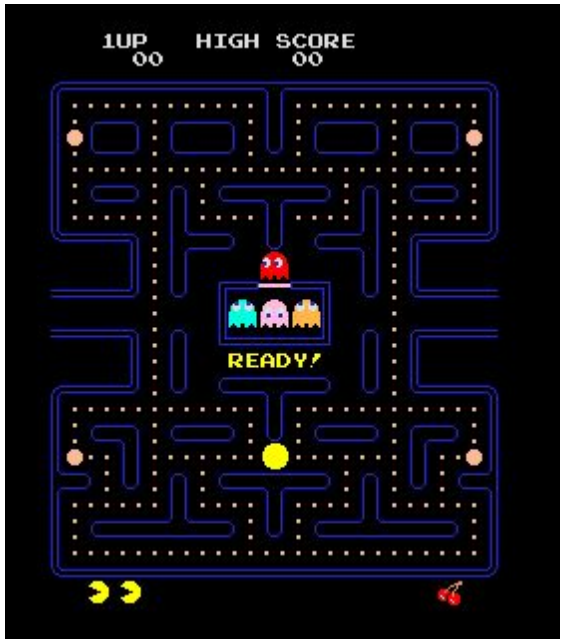
IV. Controls

The game will be compatible with any controllers with some kind of directional input. Only requires up, down, left, right, and a key to confirm.

V. Saving and Loading

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

VI. Interface Sketch



VII. Menu and Screen Descriptions

(Include additional screen shots and accompanying descriptions for any menus and additional screen)

VIII. Game World

The environment is a maze created in a black void.

IX. Levels

All levels include the same map.

X. Game Progression

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

XI. Characters

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

XII. Enemies

FOur ghosts each a different colour that pursues Pac-Man.

XIII. Items

Cherries that empower Pac-Man allowing him to modify the behaviour of the ghosts.

XIV. Future Features

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