Pacman XVGDL

# **Objects hierachy**

Object

Fixed

Dynamic

Wall

Avatar

Ghost

Dot

Spawn

BDot

SDot

Cherry

Pacman

SuperPacman

## Collision Table

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | Wall | Pacman | SuperPcman | Ghost | BDot | SDot | Cherry |
| Wall |  | Can’t move |  | Can’t move |  |  |  |
| Pacman |  |  |  | Life lost | Big points | Small Points | SuperPacman SP\* |
| SuperPacman |  |  |  | Ghost dead | Big points | Small Points | SuperPacman SP\* |
| Ghost |  |  |  |  |  |  | Cherry Lost |
| BDot |  |  |  |  |  |  |  |
| SDot |  |  |  |  |  |  |  |
| Cherry |  |  |  |  |  |  |  |

SP\*: Configuration time to be superpacman

## Events table

|  |  |
| --- | --- |
| Event | Consequence |
| Key Left | Pacman moves left |
| Key Right | Pacman moves right |
| Key Up | Pacman moves up |
| Key Down | Pacman moves down |
| Time X elapsed | Spawn Object appears on map |
| SP Time elapsed | Superpacman becomes pacman |
| EM\* Time elapsed | Enemy moves |
|  |  |
|  |  |
|  |  |

EM\*: Configuration time to move enemies

## NOTES

Can ghosts shoot?

Can ghosts power up?

Things to happen when getting Small and Big Dots

Time to complete game?

Generate automatic spawns with automatic powers??

Ghost eat dots and pacman need a minimum score to pass the level

Level finish when all dots

Level finish with minimum points