

Game logic sudo code, corresponds w ipad notes

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- Open app
- Three buttons:
 - Play: clicking on this opens a screen with the maze/game
 - Initial word bubble over maze says “your word is: _____” (display 3 seconds)
 - Timer counts down on screen “3,2,1, GO!”
 - Word bubble disappears and full maze/characters are visible
 - Upper right corner has “i” button, pause and home button, star button
 - Star button: pop up screen displays your word in case you forgot (if its not too hard to code, implement penalization that game gets a little faster if u use this button)
 - has an “x” button in the upper right corner to x out of the pop up screen, displaying the “3,2,1, Go!” timer and resume gameplay
 - “i” button: displays instructions, at the bottom has a play and a home button
 - Pressing home : quits game and takes player to home screen
 - Pause: pause game
 - When clicked, Bubble appears over screen saying “Paused”, along with a play button and a home button
 - Pressing home quits game and takes player to home screen
 - Pressing play: “3,2,1 GO!” timer bubble displays, and after 3 seconds game resumes
 - Maze has white dots, 4 orbs, 3 ghosts in the center contained in a box, and 3 openings leading to different spelling of words
 - Pacman ALWAYS generates right above ghosts (if ghosts are (0,0), pacman starts at (0,1) for example)
 - Pacman immediately starts moving left (for ease of design)
 - Ghosts wait 2 seconds before leaving their central spawn point
 - Ghosts move randomly
 - If ghost is within (for example) 5 units of pacman, it moves in pacmans direction
 - ALL CHARACTERS MOVE AT THE SAME SPEED
 - Use up, left, right, down keys on keyboard to control pacmans movements
 - If there is a wall in the way, pacman cannot move forward, but does not turn away from the wall until user presses a different direction key
 - Pacman eats all smaller dots it comes across

WAYS TO WIN:

- When pacman eats an “orb”,
 - All ghosts turn red
 - the words (originally at the maze openings) are displayed in the ghosts bodies
 - Only the ghost with the correctly spelled word becomes edible
 - Pacman eats the ghost with the correctly spelled word to win game
 - If pacman eats the wrong ghost he dies
 - The maze openings (now don't have words) become portals, so pacman leaves through one opening and enters through another (like regular pacman)
 - This orb mode lasts 15 seconds before reverting to normal mode
 - Words go back to maze openings
 - Ghosts turn back to original color
- If in normal mode a ghost touches pacman, he dies, game over
- If pacman eats all dots/orbs without dying
 - Pop up bubble displays:
 - “Choose the correct word to win level”
 - Speaker button displayed, if pressed, plays word aloud
 - Three word options, user must pick correct word to win game and move to next level
- Win Screen:
 - “Congratulations, you have won! Click here to continue”
 - Button which displays the word “GO”
 - If clicked, user goes to next level
- Death Screen:
 - Display words “You have died”
 - Display button options:
 - Home button: leave and go to home screen
 - Try again: restarts level
- Next Level:
 - Same characteristics, maybe hardcode a different maze
 - Same everything except characters all move a bit faster and there is a different word displayed