

Pacenstein

- Technisch Verslag -

02/02/2022



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1. Inleiding

2. Game Engine

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4. Entities

4.1 Items

4.1.1 Fruits

Apple

Cherry

Grape

Peach

Strawberry

4.1.2 Ghosts

Blinky - Rood

Inky - Cyaan

Pinky - Roze

Clyde - Oranje

4.2 Player

5. Resources

5.1 UI Elementen

5.2 Textures

5.3 Sprites

5.4 Afbeeldingen

5.5 Overige

6. Toekomstplannen