

Project brief:

2D graphics are needed for a multiplayer Pacman game made by Maxus. Maxus is a young media buying company in the advertising industry. The game is meant to entertain passer-bys during a public event and showcases Maxus as a “hip, fun, creative” company. The game will be run off a Mac computer on a large screen and with arcade-like controls. The target audience will be families or anyone who likes to play Pacman.

Deliverables:

Do check out the game itself here <http://www.pacmangame.org/> for an idea of the graphics required. Below is a list (not exhaustive). Please propose creative ideas for the look of the ghosts and pacman if possible based on the Maxus graphic assets mentioned below. If there are no good ideas, something similar to the original look of the Pacman game characters would be fine.

Sprites for ghosts, pacman:

- facing up, down, left, right
- frightened state for ghosts
- pacman mouth opened and closed
- ghost eyes after eaten

Superdot

Dot

Tile background (28 x 36 tiles)

Bonus fruit

Text font

- a suitable font to be found. Provide the font file.

Graphic Assets:

Maxus Logo, lines, colour scheme specifications found here:

<https://www.dropbox.com/sh/vpv25ftrck2zgt0/bsZfXYvv7h>

Format:

SVG

Deadline:

One week from start of contract.