**Game Design Document**

**200K JPacman**

Concept

200K JPacman is the Maze 2D adventure game.

Story

Pacman is the treasure hunter. He knew there is a treasure somewhere on earth. But in the end, he learns that the treasure he is looking for does not exist. But the real treasure is to explore the beautiful world.

Target Group

People of all ages who love Pacman games and love adventure, challenge the difficulty of Pacman games.

Game Structure

There are 5 stages: sky, forest, rock cave. ice cave and lava pond respectively Players must complete levels in a given order in the difficulty that the player chooses himself (easy, normal, difficult).

The game supports 1 player, playing by pressing the arrows on the keyboard to control the Pacman character, collecting pellets all over the map and dodging the ghosts that are blocking us. Once you've collected it, you'll travel to the next area.

Graphic & Sound

There is a top view with cartoon art graphics without cut scenes to tell the story, when the game is opened, it can be played at all. Pacman has animation, opens his mouth to walk and eats pellets, ghosts also have walking animation with no background music.

Development System

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Game Play

Character : Pacman

Story : Pacman is a famous treasure hunter. He has hunted treasures countless

times. One day, someone

Tell him that there is one of the greatest treasures in the world that no one has discovered, and that Pacman, who accidentally heard it, was interested and traveled the world to find that precious treasure. But along the way, there are many obstacles, including a maze and a group of treasure hunters named Ghost that keep him away. The battle and escape for the treasure lasted a long time, fighting in the sky, in the great forest, in a dangerous rock cave, in cold ice caves or even sweltering lava ponds. Eventually, Pacman manages to break free from the ghost treasure hunters. And at the end of the journey, at the edge of the cliff overlooking the far horizon. He learns the truth, that the greatest treasure in the world is nothing. But it was an experience he had during his travels. But in the end, he realized that the journey, despite its difficulties, was happy, and that he would never forget the experience.

Objective : Collect all the pellets in all 5 levels to win at that difficulty level. If hit by

ghost, it is considered a loss immediately.

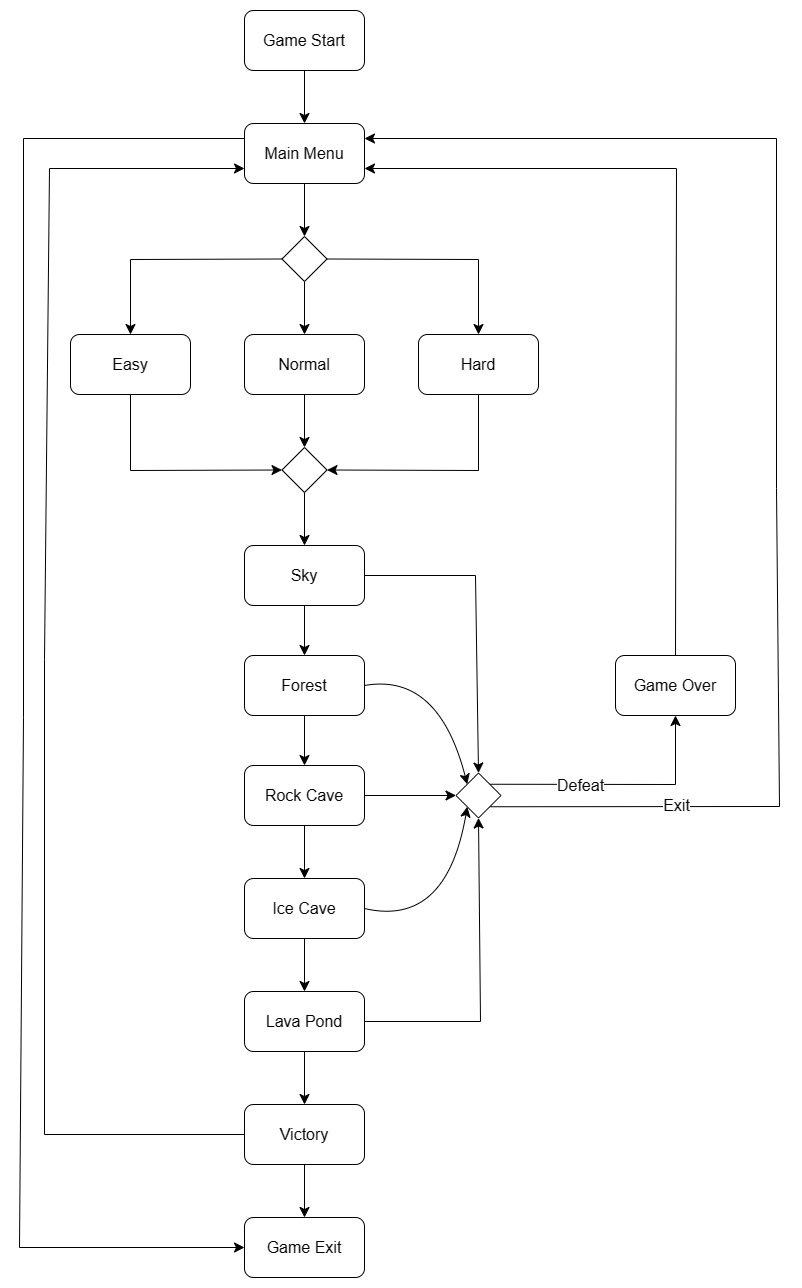
Level Design : There are 3 difficulty levels: easy, medium, difficult, and there are 5 levels:

sky, forest, rock cave, ice cave and lava pond.

Enemy : There are 4 ghosts in total, and each of them has a different walk:

* Walk after players.
* Walk trap the player from a possible path.
* Random walks across the map.
* Walk follow the pattern.

Game Flow :



UI Flow : (รูป flow UI แคป UI มาแล้วโยงเส้นว่ากดแล้วมันจะไปไหน)

Team member : นางสาวสินีนาฏ เทียกมูล

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Time : (เอาไปเขียนตามตัวอย่าง)

