



This project is a 3D pac man game. It's my Plan A for this whole thing.

Basically it functions in the same way that a regular pacman games does There's the main yellow guy with all the ghosts and the little things that he eats while he goes around the track. If he eats the powerup then he can eat the ghosts. If one of the ghosts touches pac man, then he loses a life. Three lives, and after that, it's game over. And the goal is to eat all the little "things" that are placed all around the "maze" and once all are collected, the player wins. But I'm adding some extra things on here, to mix it, so to speak.

The main difference is again, that this pac man version will be 3D. So it will firstly, be viewed on a different 'plane'. The second thing I want to add is another type of powerup that pac man can do. This is where upon eating the powerup, pac man is able to jump on top of the raised barriers all along the field and that way he can get around the ghosts while still dropping down to grab the things scattered around everywhere. This last part might be a bit difficult to do, so it's like a last addition as I'm not yet sure how to implement this type of thing.

I think that I've made this too hard...but let's just try. If not I got my two other backup plans.