Game Description

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June 2020

1 Andrei Neagu's Pacman

My games is called Andrei Neagu's Pacman. The goal of the game is to finish the two levels of the game without dying. I calculated that it will take more than 1 minute to finish the levels even if you try to speedrun the game.

2 Feature list

The game will have similar rules as the original Pacman and it is inspired by it but it will have a different mode, a progression.

2.1 Player

- The player is Pacman and it controls it with WASD.

- The player's goal is to collect the points in a level.

- The player has only one life, if he dies it is Game Over.

2.2 Ghosts

- The Ghosts have the ability to kill the player.

- The Player can kill a ghost if it eats a power-up.

- The Ghosts in the first level are killed permanently.

- The Ghosts in the second level are respawned at the respawn location after they are killed.

2.3   Camera

- The camera it is fixed in a central point of each level.

- The camera moves if the player goes through the door.

- The camera moves between levels and scenes.

- The game starts with a main menu.

2.4   Game World

- The world is square and has a labyrinth.

- If all the points in a level are taken the world unlocks a door to the next level.

- The two outcomes of the game are either Game Won or Game Over.

- If a Ghost kills a Player this results in a Game Over.

- If the player finishes all the levels in the game and passes through the last door this results in a Game Won.

- There are sounds used in the game for various events.

3   Example of a game
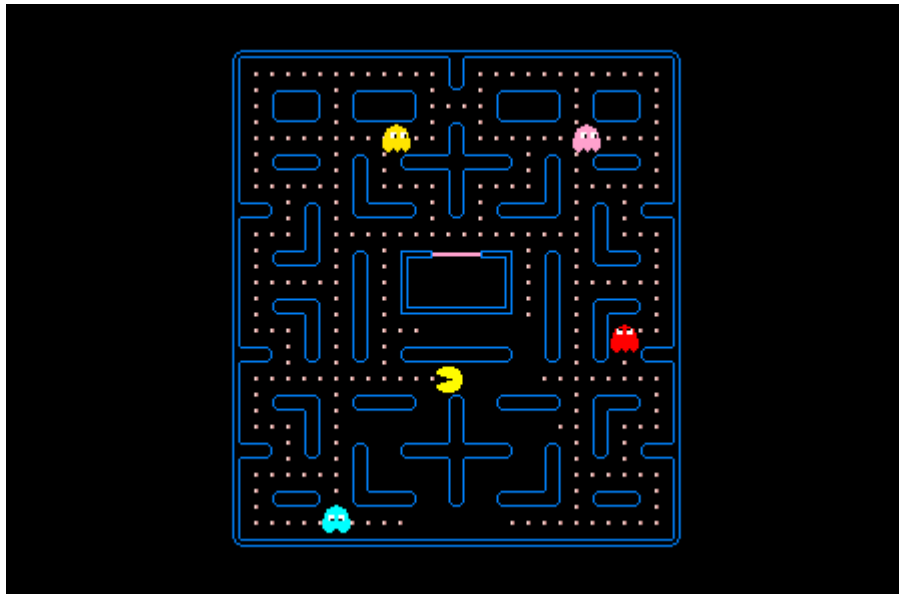
4 Assets

The sounds of the game will be self recorded by me.

- Sprites
- The sounds of the game will be self recorded by me.
- The maps will be created and drawn by me.

5 Last words

This game design is not finalized, however I believe that Andrei Neagu's Pacman satisfies the requirements that are mentioned in the course page. The changes will be mentioned after the game is finalized.