Proposal

1. Create a private github to which only we have read/write access based on the Pacman original code. (Note, I use project format not capx but this is a minor point)
2. Includes any subsequent bug-fixing and “10 minute changes”.
3. Can allow as many “copies” of the game with variations as you like.
4. Sole rights to the “game code variant”.
5. Move things which are game dependent – e.g. title and questions to a single configuration event file so that other files stay the same. This file should encompass all versions of the quizzes/titles simply by changing a single value, hence only one code version for multiple simple games. (Ideally !) Nice!
6. Replace initial screen with non-copyright graphics and appropriate text etc. Could keep the basic idea but change the graphics (will be a consequence of 12) and rename the characters ? That works….just don’t want any copyright issues.
7. Move the program title text to the configuration event file.
8. Add “More Games” button linking to [www.mathpup.com](http://www.mathpup.com)
9. Add “Video” button linking to video page.
10. Add an instructions page which can be accessed from the title page, currently blank except for the back button.
11. Change the sounds and music currently used in Pacman to non-copyrighted, sounds to be provided.
12. Replace the graphics with ones similar to the “Mathman” game (Ghosts, Pacman, Power Pills)
13. Create an on top layer which gives the opportunity to respond to a simple Maths question which can be easily changed, getting this wrong disables the Power pill effect.
14. Add touch control, methods to be experimented with ☺ probably initially an on screen controller. Make sure everything works on touch controls.
15. Add a high score page , top 8 scores, “AAA” style naming, stored in LocalStorage. (There is currently a single high score in local storage), with high score reset button.

Questions

1. Are there standard “More Games” “Instructions” and “Video” buttons for mathpup.com ? It is not difficult to create them but you may want a “standard look”. You can use any button or text buttons which you think best fits the game.
2. Do you want to keep the bonus fruit ? Yes
3. Do you want the question difficulty level to be linked to the game level number ? It would be nice to have the option to increase the difficulty of the problems.
4. Should we consider the option of more power pills ? (and more questions per level ?) – this is very easy to change, though it is done in an event not graphically. Yes
5. Should we remove the intermission after you complete level 2 (there are no other intermissions) ? Whatever you think works best. I’m fine either way.
6. Is there a particular font or font style you want for the questions ? A simple font that is legible is the best to use. Some fonts have cool looking numbers but sometimes they look to similar and make things too hard for the students.

Sound list

1. Chasing sound (warbly sound when chasing Pacman)
2. Death sound
3. Eat Dot
4. Eat Fruit
5. Eat Ghost
6. Extra Life
7. Ghost Returning sound (low siren when Pacman returning, could lose this ?)
8. High siren that goes on normally (could lose this ?)
9. Intro tune played at start (could lose this ?)

Timescale

Am off on holiday Sunday 23rd August for one week, so not likely to start until September. Estimate should be able to complete by mid September. Have a nice holiday! No rush as I work full time and do the web stuff in what little spare time I have. I’m always behind on stuff to do so the wait is fine.