

Academy of Information Technology

Advanced Game Engine Programming

Concept & Prototype

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Game Intro

Game Name

Run and Gun

Came Concept

Run and Gun will be a concept for our game based on Pac-Man with the player being Pac-Man like character who will be running away from police who will be the ghosts. The game will take the core concept of Pac-Man, the player will pick up jewels and coins while avoiding the police to score points.

The player wins when they collect all coins and lose when the police catches them. On the map there will be gun icons that allow for the player to pick up and for a limited amount of time fight the police.

Target Audience and Rating Specification

Target Audience

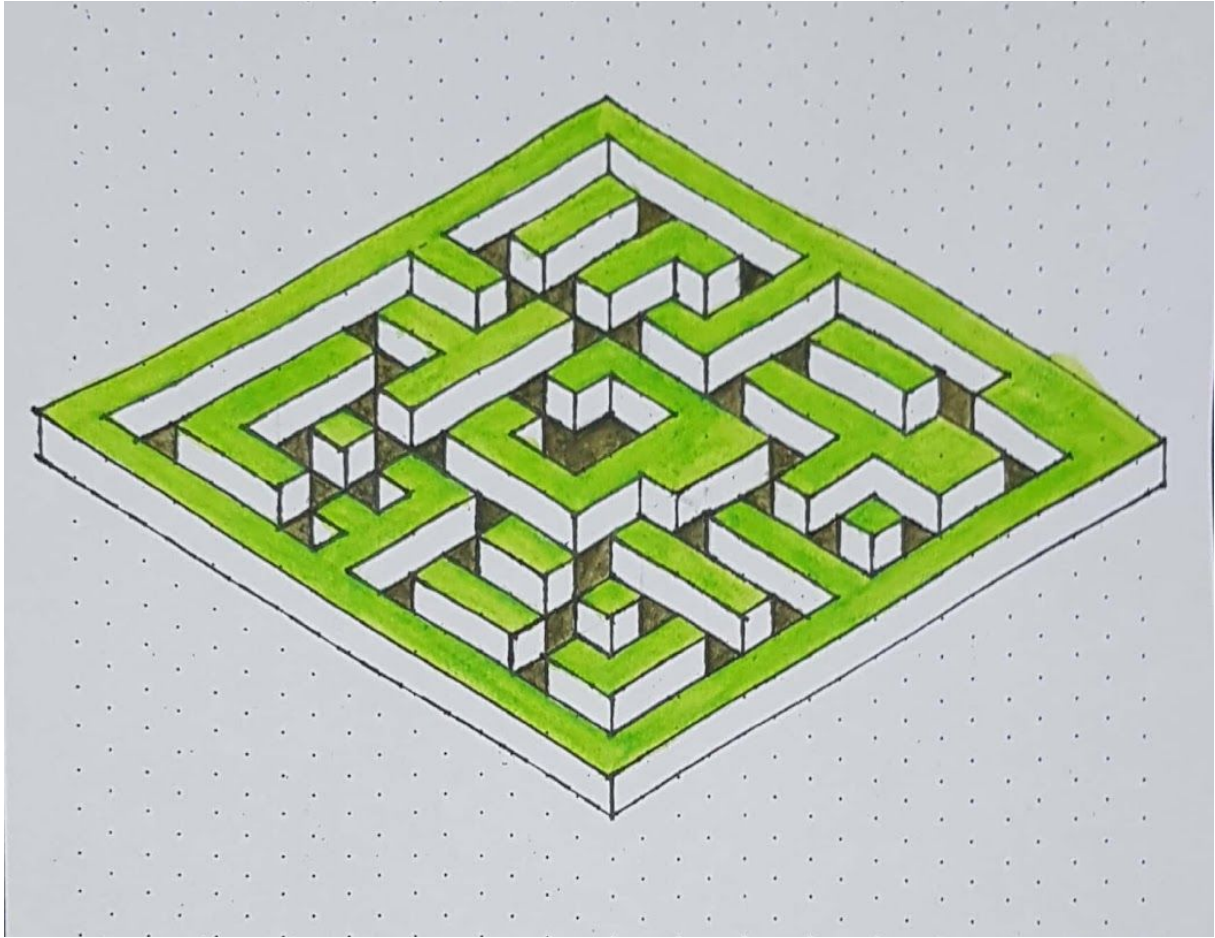
Run and Gun will be targeted towards all ages which will allow for a larger target audience. The game does not include excessive violence but does include themes that are criminal or malicious in nature.

Rating Classification

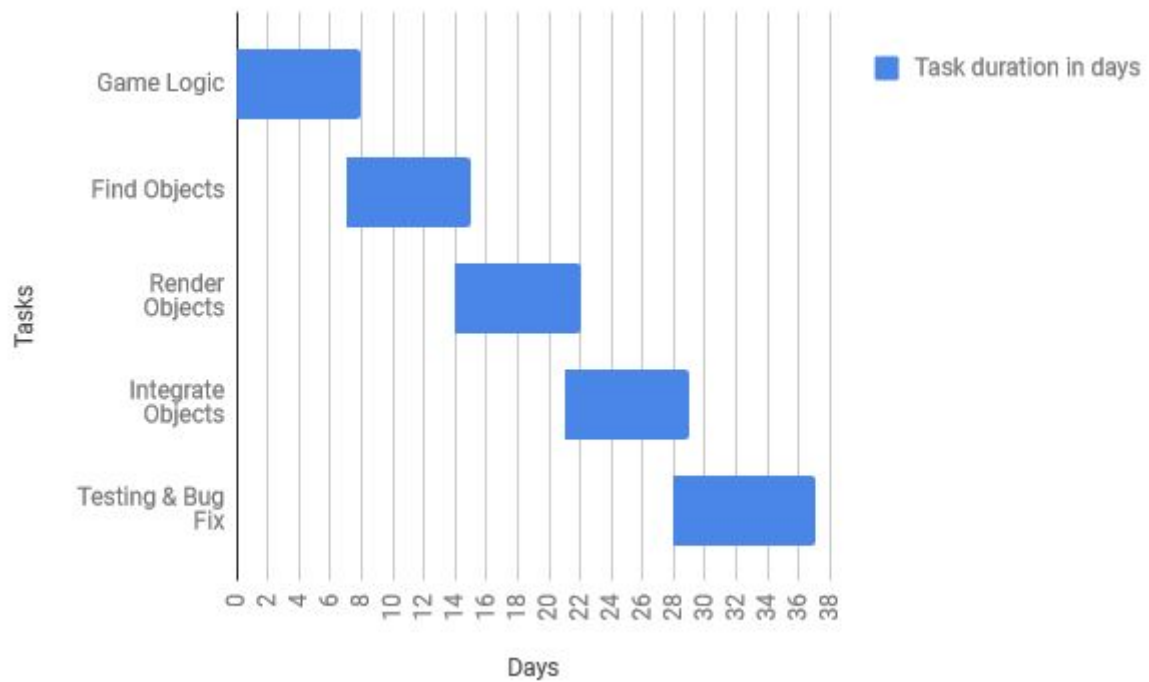
Classification: PG (Parental Guidance)

The game should be rated PG with parental guidance for children, as there are some themes that may not be suitable for some children.

Game sketches



Project Plan



Git Repository

<https://github.com/poisonousloki87/RunandGun>