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I recreated the original game Pacman, but I created my own personal twist on its story. I created a prequel of sorts and named it Pacman Origins. My game tells the story of how the ghosts were created that attack Pacman in the original game, and my game explains why Pacman is there in his game. The story of my game is that there are three Pacmen stuck in a maze. They are trying to find four keys to escape it. There lives a ghost in that maze. The ghost is very lonely and wants some friends, friends that he could have forever, so he decides to scare the Pacmen to death so that they become ghosts like him. Since this is a prequel, that means that Pacman is there in his game, the original, to avenge his fallen friends and escape the maze himself. The objective of my game is to kill all of the Pacmen before they collect all of the keys or gobble you up. First the user is greeted with a start screen which I created to look like a classic arcade game/vhs tape title:

Once the user presses space, the game begins:



The user controls the ghost with the keypad as the Pacmen maneuver around you in the maze, making the usual gobble animation seen in the game. All characters have collision detection to each other and the walls of the maze. Characters can use the portal to get from one side of the screen to the other:



If you touch a Pacman, he dies and stays in a state of death on the screen, cycling like a load screen just like his death in the original game. The score increases by 222 points each time:



If a Pacman eats a key, the ghost turns blue and becomes vulnerable. If he touches a Pacman he will die. The user must escape the Pacman and avoid the ones he's already killed because if the user touches a death Pacman, he will still die. Dead Pacman are now traps that block off certain pathways:



If the user kills all three Pacmen, they win:



If the user gets eaten or doesn't defeat the Pacmen in time then they lose:



That's the game. I hope you enjoyed it!