

Lab 06 – Small game 2

Návrh a vývoj počítačových hier
Tvorba a dizajn počítačových hier

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Next deadline
20. 11. 2022

Submit idea pitch to **AIS**

Task – Pac-man

1. Movement – keyboard arrows/WSAD
2. Collectibles
 - Normal – pick up when close
 - Powerup – speed up movement for several seconds
3. Enemies – they try to catch the player
 - Go to where the player is, kill the player when close
4. Win condition – when you pick up all normal collectibles
 - Show win message (or spawn a victory cup)
5. If you have time
 - Traps – spikes that appear/disappear on a timer
 - Maze – obstacles that you cannot go through

Task – Pac-man 2

6. Everything from the previous slide
7. Enemies avoid obstacles
8. The player shoots constantly at enemies
 - Shoots in the direction of mouse position
 - Enemies are killed when hit
9. Add UI: show time since start, # of enemies killed, # of collectibles eaten
10. Restart the game when the player dies
11. Add a teleport ability: the player teleports towards the mouse