Lab 06 – Small game 2

Návrh a vývoj počítačových hier
Tvorba a dizajn počítačových hier

Michal Ferko, Tibor Sloboda

26. 10. 2023

GDD deadline 29. 10. 2023

Submit GDD **to AIS**

Task – Pac-man – 2D or 3D

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. The player shoots constantly at enemies
   - Shoots in the direction of mouse position
   - Enemies are killed in a single hit

8. Add UI: show time since start, # of enemies killed, # of collectibles eaten

9. Restart the game when the player dies

10. Add a teleport ability: the player teleports towards the mouse when activated

11. Enemies avoid obstacles (hint: navmesh)