

Lab 06 – Small game 2

Návrh a vývoj počítačových hier
Tvorba a dizajn počítačových hier

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24. 10. 2024

GDD deadline

27. 10. 2024

Submit GDD to **AIS (FIIT)**

Send GDD by email (FMFI)

Sit back and relax (VŠMU)

Task – Pac-man – 2D or 3D

EASY – Do this first

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 collectables
 - Show a 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

HARD(ER) – Later

6. The player shoots constantly at enemies
 - Shoots in the direction of the mouse position
 - Enemies are killed in a single hit
7. Add UI: show time since start, # of enemies killed, # of collectables eaten
8. Restart the game when the player dies
9. Add a teleport ability: the player teleports towards the mouse when activated
10. Enemies avoid obstacles (hint: navmesh)

Finish all by next week for extra 2.5pts