Pacman Success Criteria Evaluation Sheet

First and Last Name of Game Designer:

Period:

Grade:

First and Last Names of Evaluators: Comments:

1. -

2. -

Instructions:
- Mark a minus (-) and circle the number for items that do not meet proficiency and add detailed comments please.
- Add your initials by each item that is proficient, which meets the basics of the skill listed. Do not initial items not finished.

Proficient:
1. The Pacman moves on the background/floor.

2. The Pacman absorbs the pellets/dots/food.

3. The ghosts move randomly on the background and pellets.

4. The ghosts deflate the Pacman (Collision).

5. The game ends when all the pellets are eaten (Polling).

6. The ghosts are able to chase the Pacman via scent (Collaborative Diffusion) the new method.

Advanced topics:
7. The ghosts are able to chase the Pacman via scent (Collaborative Diffusion) the original method.

8. The Pacman can eat ghosts after eating a power pellets and the ghosts generate after capture.

9. The Pacman can teleport via left and right doors to flee from the ghosts (Recursion)

10. Fruit randomly generates and absorbs with time to capture.

11. Lives counter leading to another method of ending the game or pellet counter.