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.