

Thinking about games...

Gameplay: the way the player **interacts** with the game, i.e. what they do, how they control the game, what the challenges are what the plot is etc...

Genre: the type of game

Goal: the point of the game

Game mechanics: the rules of the game, how you move etc...

HIGH SCORE

20750



410



MENU



Thinking about games...

Pac-Man Gameplay:

What characters are there? Which ones do you control?

How do you control the character(s)?

What are the rules? How does the game work?

What are the goals and challenges?

What genre is Pacman?

Use the screenshot to help you remember how Pac-Man works. What changes on each new level?

Thinking about games...

Did you know...

Pac-Man dates from 1980 and is an example of a **maze** video game

The game has 256 levels

In 1999, Billy Mitchell became the first person to record a perfect score of 3,333,360 points

Each of the ghosts has a name - and they behave differently - Blinky (red) gives direct chase to Pac-Man, Pinky (pink) and Inky (blue) try to position themselves in front of Pac-Man, usually by cornering him, and Clyde (orange) will switch between chasing Pac-Man and fleeing from him