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Game Pitches using the restaurant menu approach guideline

The Prompt: *Write a pitch for a PacMan game*

Story #1: A-Safe: *A safe choice that you know what it is. It's familiar.*

PacMan and Ms.PacMan have been kidnapped. The Ghosts and their boss have tied them up and are holding prisoners. Or have turned them into ghosts. Now it's up to PacMan's Dog to sniff out the ghosts through the maze and figure out a way to revive his owners. Think PacMan meets Doom.

The dog sniffing ability will aid you in seeing around corners due to the fact that you're not able to see from above like the traditional game.

Eating the Pellets gives you some kind of a super BARK to either eat or scare off the ghosts.

Story #2: B-Exotic: *Something you're still familiar with, but has something a little out there and strange that's a little different from what you're used to.*

Ghosts are former Pac People; they're trying to get PacMan to become a ghost. PacMan must collect the sacred fruit in each level to revive the various Pac Ghosts. Each Pac Ghost he revives either gives extra points or a special power up to use in the different mazes that might be a little more difficult than the previous one. Go through each maze reviving ghosts until you come to the original classic ghosts. Somehow these ghosts are special to PacMan. They were special people in his life. Who and what they were is a mystery.

Story #3: Q-Squid: *A completely out there option you've never seen before or even tried or considered. A little wild and bizarre.*

PacMan and his family are throwing a party. It's PacMan's game anniversary. The Ghost gang didn't get invited; someone stole their invites. They blame PacMan. The Ghosts then decide to steal all the food for PacMan's party along with some special memorabilia throughout his history. Now PacMan and Ms.Pacman must split up and cover Pac/Namco world by going through various mazes themed after different games in their library. They must collect all their special items that are hidden in these mazes. In addition to collecting the traditional dots and pellets.

At the end PacMan and the Ghosts have to team up to deal with the antagonist who started this whole mess. A prominent bad guy in Namco's past.

The Ghosts and the two Pacs have different abilities and game play to handle each maze.

The Pac family and the Ghosts team up in the game at the halfway point. This changes gameplay and unleashes freakier ghosts and monsters as game antagonists. The Pac Family will need The Ghosts for help. Some mazes or problems are better suited for the Ghosts over the Pacs.

Choose your character wisely for each level.