

# The Future of PacMan

266379\_PixelRule.tiff ,

Improvements to PacMan depend upon feedback from you. If any of these things sound interesting to you, lobby the author to work on them in the next version. Feel free to add your own items to this list:

82203\_CheckMark.tiff , Improvements to PacMan depend upon feedback from you.

469815\_CheckMark.tiff , A maze editor. Lots of folks want to see this one! Expect to see this for sure in a future version (4.0) which will support PacMan "worlds," sets of mazes, sounds, and images that go together as a unit.

119829\_CheckMark.tiff , Tunnels. Lots of folks want to see this one, too! This will be in version 4.0.

722280\_CheckMark.tiff , I need some between-level cartoons. Badly. Anyone around that can describe to me what they looked like in the original so I can try to re-create them? If you want to see this one, **you** will have to help me out because there aren't any original PacMan machines around here for me to experiment on!

966796\_CheckMark.tiff , Localized versions. Hablo espaçol, asâ que harÝ esa traducciín¼but others won't come unless someone is willing to donate translation services. (I can't afford to pay you for it, since I make, basically, nothing from these games. One of my roommates will attempt the French version sometime soon.)

974633\_CheckMark.tiff , Smarter "demo" player.

832767\_CheckMark.tiff , Nice NeXT-like "Game Over" Sequence. Dim playing field and slap Game Over on top of that? What would be nice?

127898\_CheckMark.tiff , Animated Info... Panel.

979614\_CheckMark.tiff , Animate the Pacs in the "Pacs Left" Box.

79662\_CheckMark.tiff , Monsters eyes show direction they are going/will go on big size screen.

823277\_CheckMark.tiff , A multi-player network version.

998157\_CheckMark.tiff , Mouse control of Pacs. (Should be pretty easy to do.)

902029\_CheckMark.tiff , Redefineable keys for keyboard control. (This one is waiting for a couple of GameKit enhancements, but is not too particularly difficult.)

22016\_CheckMark.tiff , Tweaks to dynamics: Pacs faster on corners, slower when eating, etc.

17344\_CheckMark.tiff , Something better than the blinking mazes; maybe fade out the old and fade in the new. The blinking isn't too attractive,

even if the original Pac Man game did it...maybe a dissolve would look good... who knows.

657316\_PixelRule.tiff ,

## **See also**

;Changes.rtf;;¬ Changes since last version  
;Author.rtf;;¬ Contacting the author