

Project 1: Concept and Criteria

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1. Arcade Game Criteria

(a) Five all-time best arcade games:

- Metal Slug
- Tetris
- X-Men/TMNT/Simpsons
- Pac Man
- Galaga

(b) Top ten criteria for a good arcade game:

- Replayability
- Graphics
- Sound (Music and Effects)
- Simple/Intuitive Controls and Interface
- Room for Mastery
- Multiplayer/Good Social Experience
- Good Learning Curve
- Novelty/Originality
- Addictive
- Plot/Goal-Oriented

(c) Issues of Concept vs. Issues of Implementation

Concept:

- Replayability
- Multiplayer/Good Social Experience
- Novelty/Originality
- Addictive
- Plot/Goal-Oriented

Implementation:

- Graphics

- Sound (Music and Effects)
- Simple/Intuitive Controls and Interface
- Room for Mastery
- Good Learning Curve

2. Brainstorming: Mudd-Centric Arcade Game

(a) Possible Titles:

- Trick Or Cheese
- Golf Cart Joyride
- Virtual Hashing 2004
- Academic Masochism
- C. I. S.

(b) Mudd Rituals:

- Roman Candle Wars
- Room Draw
- Death Chess
- Noisy Minutes
- Orientation/Frosh Run

(c) Aspects of Mudd Life:

- F&M
- Choosing a Major
- Dating Scrippsies
- Lack of Sleep
- Trying to Print A Document