

CS121: Software Development

Assignment 2: Arcade Game Concept

Due: Tuesday, September 9, 2003

In this assignment you'll design an arcade game concept. This game will be part of the Mudd-centric series called **Mudd: The Game**. Parts I and II will be done in groups in class. Turn in your group answers before you leave. Part III is to be done individually and turned in at the next class meeting.

- I. The following exercise is intended to help you identify qualities of a good arcade game concept.
 1. What are the five all-time best arcade games? Your list should represent the consensus of the group.
 2. Why are these games good? List your top ten criteria for evaluating an arcade game.
 3. An arcade game can have a good concept and/or a good implementation. Which of the criteria you listed in the last answer are primarily concept issues? Which are primarily implementation issues? (Some criteria may be both.)
 4. If you do not have at least five concept-related criteria add to the list until you do!

- III. The following exercise is intended to help your group brainstorm a game concept. Have fun. Be creative!
 1. Come up with 5 possible titles for a Mudd-centric arcade game. A possibility you may not use is: *Trick or Drink*.
 2. Come up with 5 Mudd rituals that could be the basis for a Mudd-centric arcade game. These should be distinct from ideas used in the last problem. A possibility you may not use is: SWE pie throw.
 3. Come up with 5 aspects of life at Mudd that could be fodder for a game. Again, these should be distinct from anything used above. A possibility you may not use is: meals at Platt.

- III. Next you need to come up with a concept for a Mudd-centric arcade game. It should satisfy the criteria you devised earlier for a good arcade game concept. Write a brief "treatment" for the concept using Word or Latex. A treatment

conveys a high level view of the game but not the finer details. The treatment for your concept should be a page or two and should include:

1. Game title
2. Story line
3. Description of gameplay
4. Suggestions as to level design
5. Overview of scoring and how the game is won and lost
6. Artwork suggesting the look of the game
7. Possible extensions and enhancements
8. Anything else that seems important to describe your concept