

# CS121: Arcade Game Concept

In this assignment you'll design two different arcade game concepts. These games are part of the Mudd-centric series called **Mudd: The Game**. This is a team project. You should prepare your work in MS Word and PowerPoint. Be sure to save the electronic version. You'll submit your work and present your ideas in class on Tuesday, January 27, 2003. (This project should take a couple of hours of team effort.)

- I. Come up with a name for your team.
- II. The following exercise is intended to help you identify qualities of a good game concept. Do this as group and submit one solution.
  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 issues of concept? Which are primarily issues of implementation? (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: *Room Draw*.
  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 stories (history or lore) about Mudd that could be fodder for a game. Again, these should be distinct from anything used above. A possibility you may not use is: the Cal Tech canon prank.
  4. Come up with 5 aspects of daily life at Mudd, distinct from previous ideas, that could drive a game. A possibility you may not use is: meals at Platt.
- IV. Next you need to come up with two distinct concepts for a Mudd-centric arcade game. They should be different styles of games; e.g. a shooting game and a sports game. They should satisfy the criteria you devised earlier for a good game

concept. Write a brief “treatment” for each concept. A treatment conveys a high level view of the game but not the finer details. The treatment for each 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

V. Prepare a Power Point presentation on your work including your five criteria for a good game concept (1 slide) and your two concepts (~2 slides for each). The presentation should include your artwork!

VI. Each person on your team should participate in the presentation. Make sure you can display your presentation on the LAC projector. Do a couple of run-throughs so you know what you are going to say. Your presentation should be brief (a few minutes) but well-prepared.