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