* BUCSTOP is basically a website that ETSU students built that hopefully can be deployed on a ETSU server
* But let ETSU host it and let other Etsu students build games and upload it to the website to just Etsu students
* It would be restricted to just the etsu.domain
* Built by, supported by, and used by ETSU students
* Any ETSU students could play the games in between classes (short games, no campaigns)
* BUC stop because it is just for Buccaneer
* Author has responsibility of their games for bugs, etc.
* Needs to be a feedback place
* Rating systems (most played games, etc.)
* Track high scores across different games
* Needs to validate games that are added to verify that it talks to the main app
* Most games were written in JS
* Can be anything as long as it exists inside the website
* Confined screen size
* Adaptability for phones etc.
* Most follow University policies
* Simple games – Asteroids, old Attari games, old arcade games, create new games
* Can use touch screen controls