REVA HACK</> 2021

Elevator Pitch

**Team Tetrahedron**

Didonehal N Gowda

Dhanush U

Mahesh Babu P

Vasanth Mathangi

Arcadia

**12th November, 2021**

# Overview

Arcade games, today, are thought of as obsolete and relics of an old era. This has led to the decline of arcades where young and old alike could blow off some steam. Arcadia aims to solve this problem by digitizing these games to make it accessible to all, hence enabling people to relive their childhood memories while revitalizing their minds.

# Goals

In this app we store all possible arcade games. These games can be accessed by a simple, intuitive GUI from which the games can be played up to the user’s satisfaction.

# Working Methodology (Summary on how your project is going to work/solve the problem stated)

Arcadia converts the games played previously by joysticks and buttons to software coded in Python. All the games will be stored together and can be accessed from a single location and can be played at the convenience of the user.

# Specifications (Tech Stack Used - Hardware + Programming Languages)

The language used is Python3. Hence, the code needs a python interpreter to run.

# Links and other Information:

* Attach the links to the Video Presentation/Pitch here, after uploading them on YouTube/Drive
* Link to your GitHub repo
* Other links (such as a link to your working website)
* Any other additional information that you might want to specify