

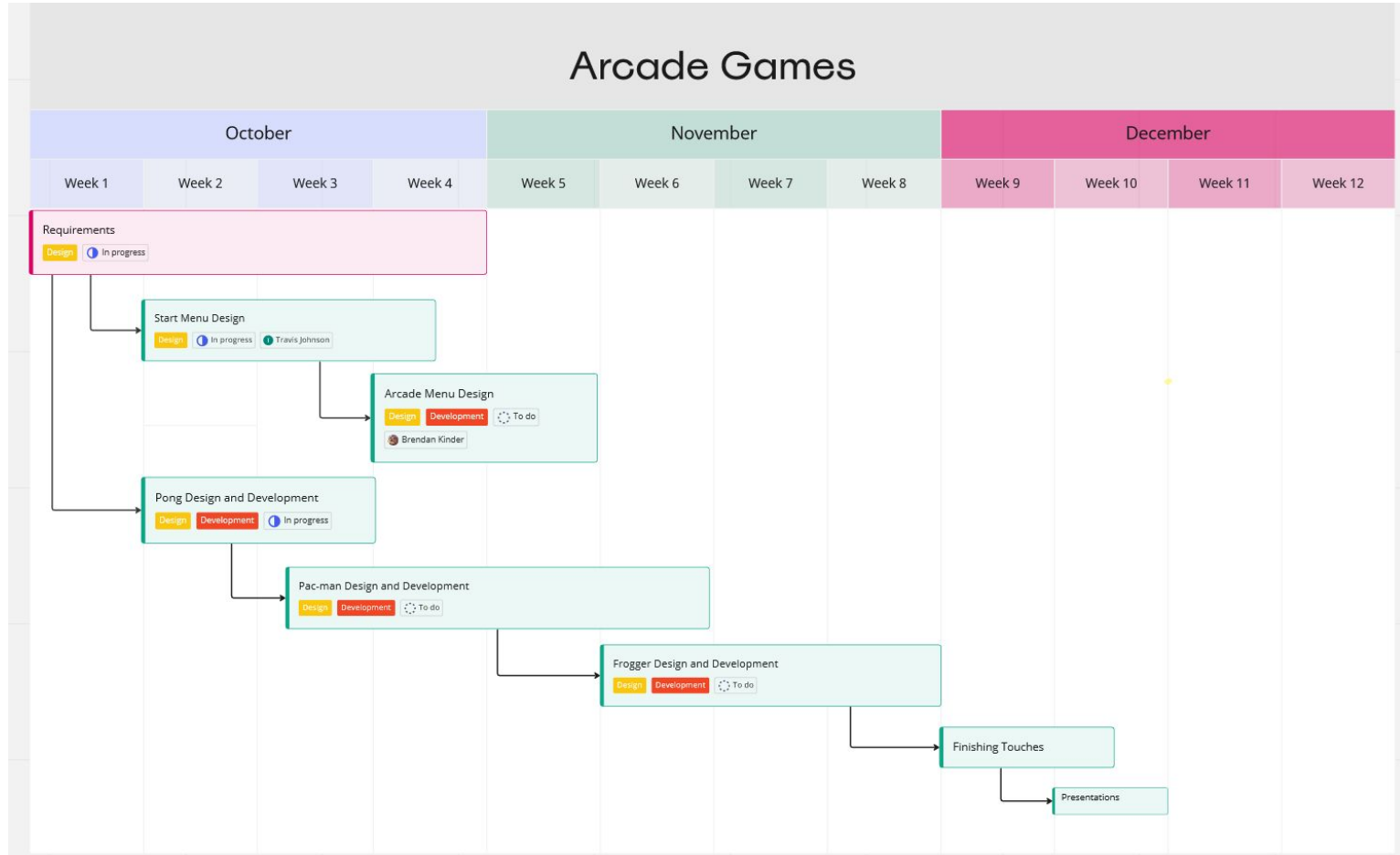
# Team Arcade

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# General Overview

We are currently using Python to code our mini arcade project. We plan on having menus that allow necessary access to settings and games, and easy travel between the pages. We plan on having 3 fully functioning games that the user will be able to choose between from a menu. The games shall each have unique functions and allow for a fully fleshed out coding project.

# Timeline



# Menus

We have created a main menu which we plan to allow the user to access a credits page, settings page, and access the game picking menu.

The game picking menu will then allow for the user to select between our three final products, Pong, Frogger, and Pac-Man.

All of the menus will be interconnected using states to allow for easy manipulation of the changing of menus and into games.



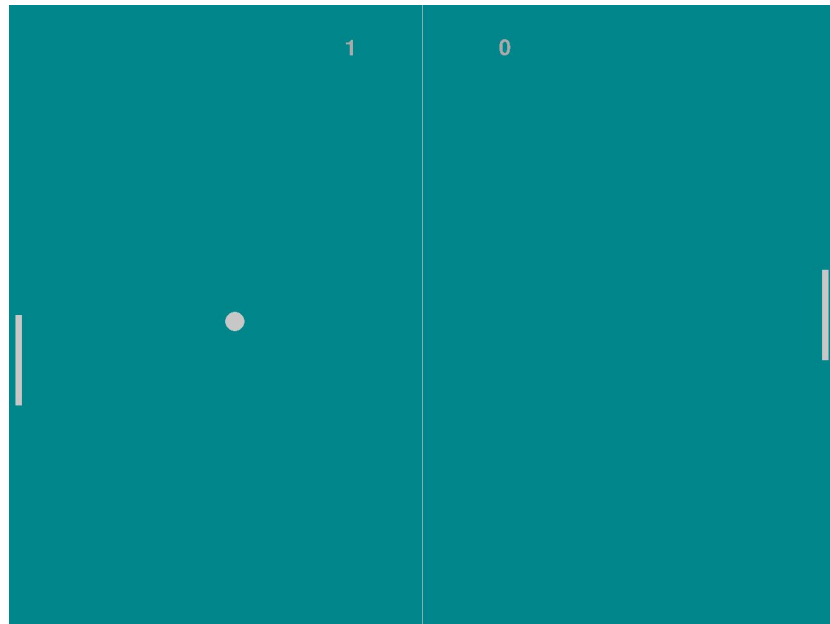
Current Start Menu

# Pong

Currently, we've made a simple game of Pong. It plays like a normal game of Pong. We mainly used it as an introduction into using Pygame.

We currently have it working for one player and an AI, but we plan on adding the ability to choose between a second player or an AI.

We may add some gimmicks to make the game more unique than just a normal game of pong, including power-ups that can change ball speed or increase the number of balls on screen.

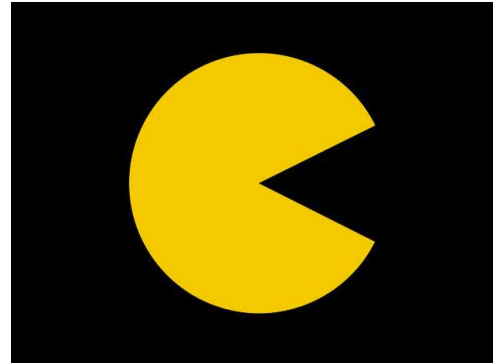


Current Pong Game

# Pac-Man

We plan on making our second game a complete version of Pac-Man. There will be multiple levels after completion just like normal Pac-Man.

All of the ghosts will be AI controlled, the normal game of Pac-Man gives all of the ghosts their own personalities, but we may simplify that for our product.



# Frogger

We plan on making our final game Frogger. It will be a procedurally generated Frogger map.

We will include game over screens for different failures and allow for a victory screen once the player is able to reach the end of the screen unscathed.



# Demo

We currently have a main menu that has yet to be linked to any other menu, but it is visually functional.

We also have completed a base version of how we want our pong to be like.

We can now show you what we have: