



# Arcade



## Group Members :

Kevin Bornemeier

Josiah Salas

August Sandoval

Michael Garcia



# Project Overview

The main goal of our project is to allow the user to navigate between three different games: pong, snake, and maze within a main menu/game launcher window. Each game is it's own component, and will be able to work independently.



# Key Architectural Drivers

- ❖ Ability to navigate between games.
- ❖ Developing multiple games.
- ❖ Each game is: reusable, extensible, and independent



# Architectural Style Choices

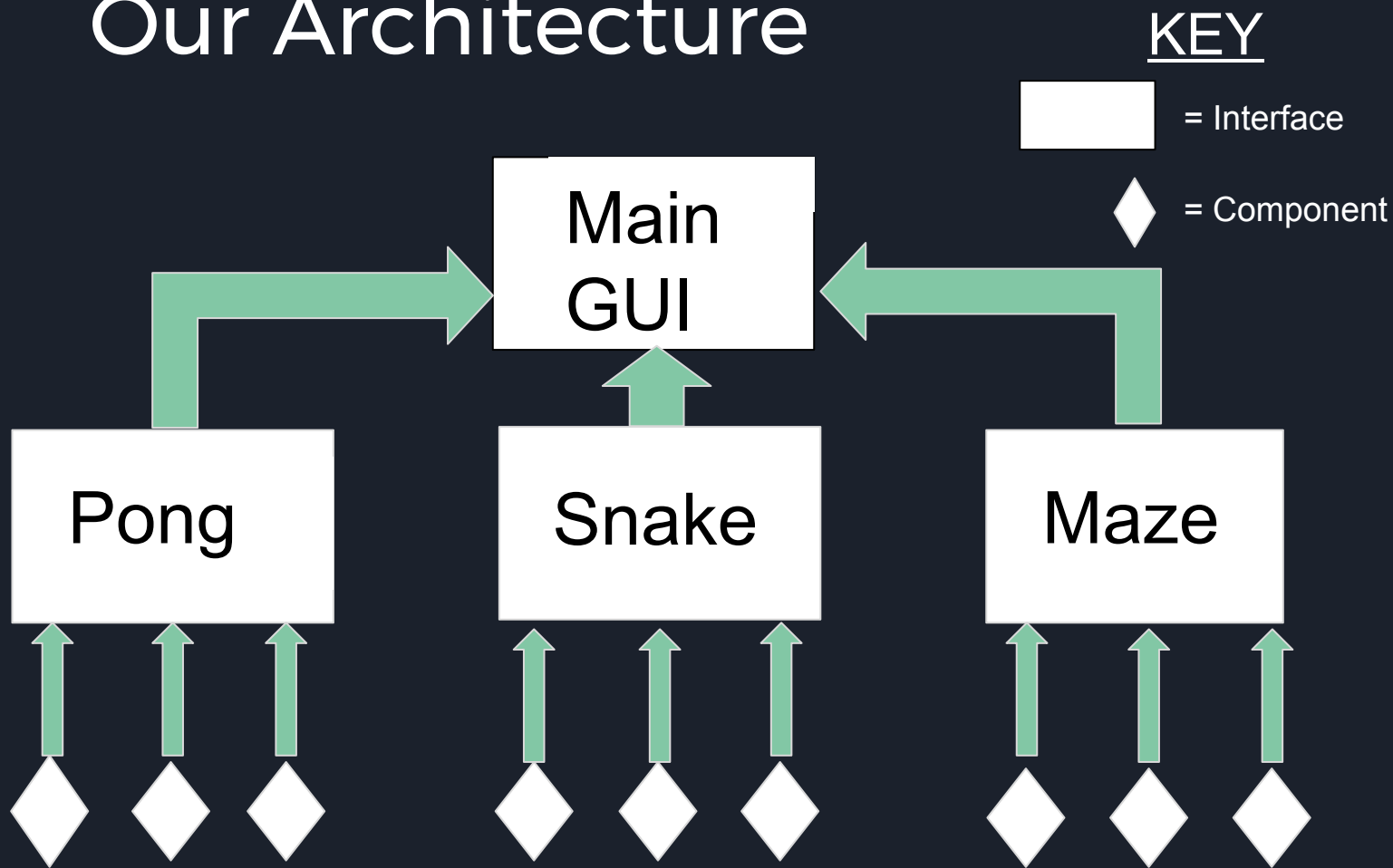
## ❖ Component-Based Architectural Style

- Ease of deployment
- Easy to add, update or remove components.
- Minimal impact of other components
- Works well with agile development.
- Build from sub-components instead of inheriting from an object.

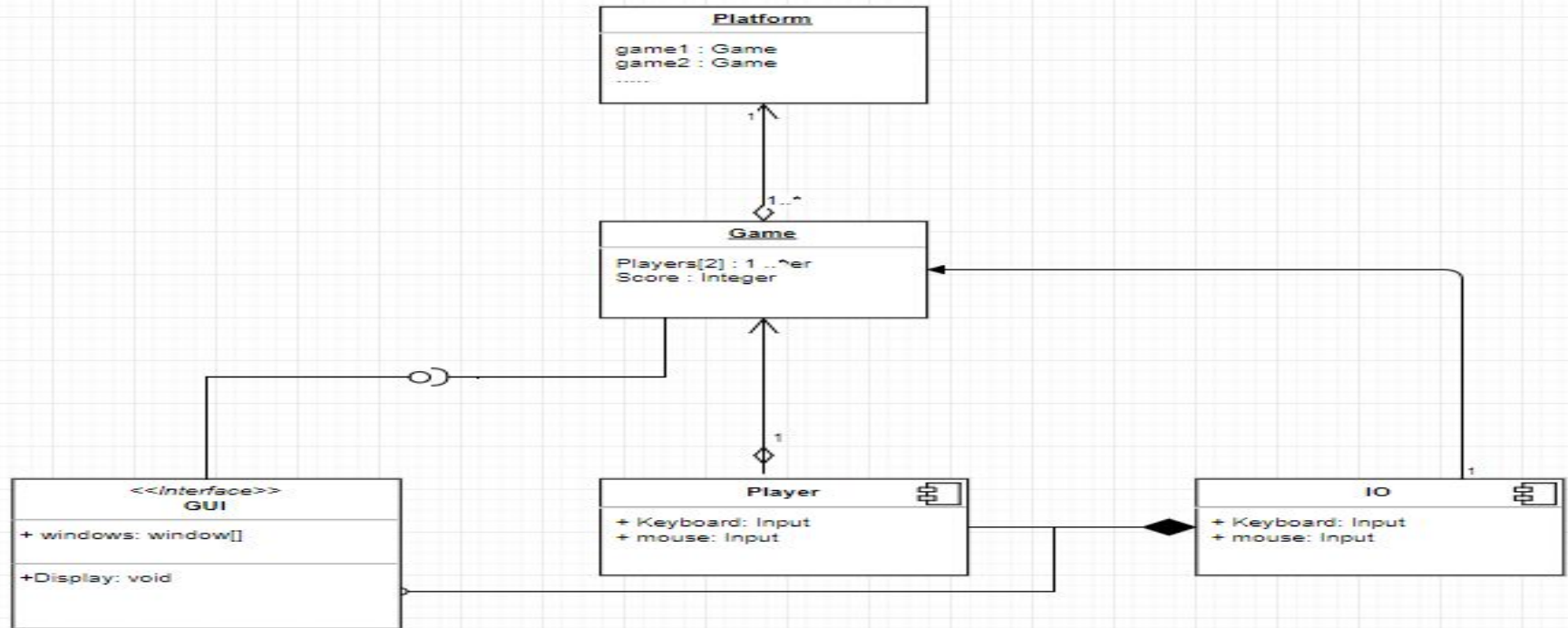
## ❖ Object-Oriented Architectural Style

- Understandable
- Reusable
- Testable
- Extensible
- High Cohesion

# Our Architecture



# Our Architecture





# Conclusion

- We chose component-based as our architecture.
- Risks:
  - Some components may not satisfy new requirements.