

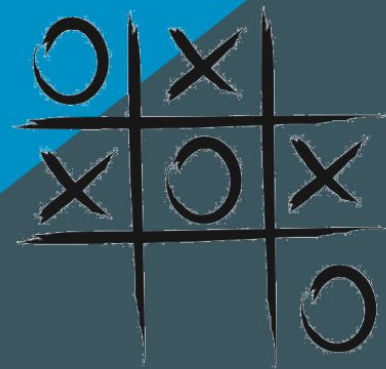
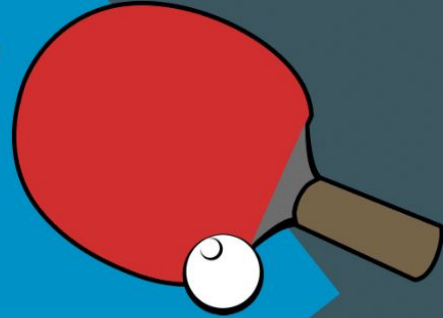
**JPCGames**



JPCGames.com



**An Ancient Experience  
turned into  
into a new one**





# Our Team

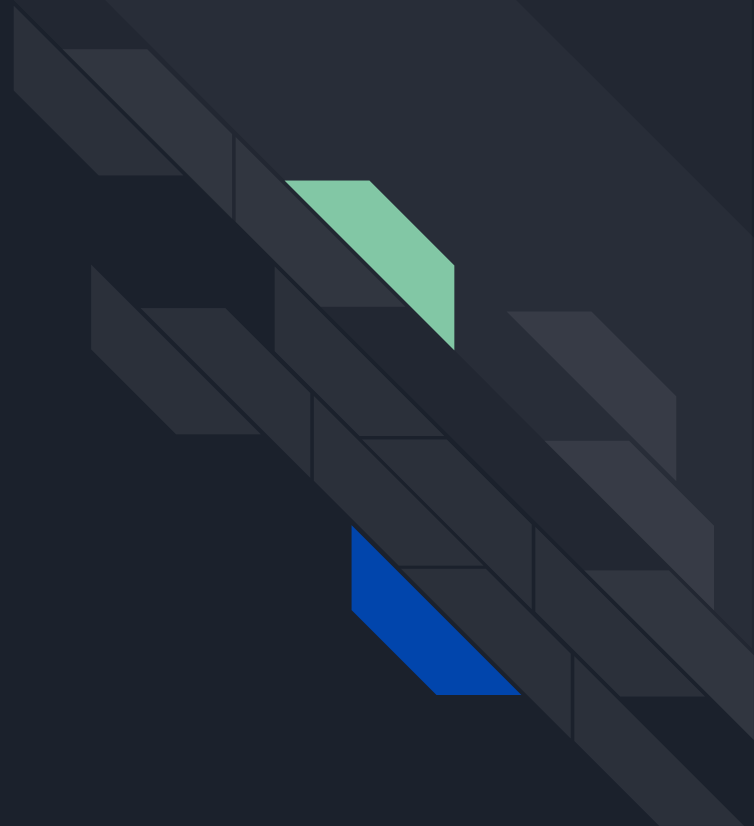
Carlos : Managed everything related with FOL, helped out with Programming and Markup languages

Joan : Managed the Database, AWS server and most of the Webpage also helped out with Programming

Pau : Managed the programming and helped out with the AWS server also helped out on the webpage

# Objective

The goal of our application is to recover arcade video games, which were starting to be lost in time and many times they are unknown to the new generations.





# Problems


The main problem that we saw when we first approached the idea of creating an arcade games application was the complexity that it had, since there are a lot of games that we need to think how are we going to make them, since the logic behind is quite complex in some games.

At this moment, we only have three available games with a few more coming soon , but even with only three games we found several problems, even though we managed to get around them easily, there are some bugs still in them that we need to fix.



# Audiencia objetivo

Nuestra audiencia objetivo serían principalmente las nuevas generaciones, las cuales pueden desconocer estos juegos, tanto como aquellas personas que quieran recordar viejos tiempos jugando a clásicos de los videojuegos



# Metodología utilizada : SCRUM

