Joel’s Arcade

**PROJECT DESCRIPTION**

I intend to create 5 small arcade-style games (1 is complete) and combine them into a virtual arcade where you can walk up to arcade machines to play each game. The arcade games will be designed so that they’re easily transferred into other projects, and will all be combined into a 3D arcade-themed gallery.

*Arcade games*

Each arcade game will be a brief experience involving a simple gameplay mechanic and a highscore as incentive to replay. Each will be a standalone game complete with..

-A main menu and title screen

-An end screen displaying your score

-Settings/options to modify the gameplay for replayability (i.e. different level options, difficulty settings, characters/classes, etc.)

-A Highscore tracker displayed at the title screen

-Sound effects

-Background music

**Each game will NOT have…**

-Pretty graphics

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