# Main Components

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## Components

* Arcade game machines to provide an authentic arcade gaming experience in a VR game room,
* Intuitive user interface to allow players to select what games they want to play and track scores,
* Available games, including Whac-A-Mole and Tic-Tac-Toe, with potential for the development of other games in the future,
* Score management system to record and display player performance,
* Lighting and sound systems to create an immersive atmosphere in the arcade game room,
* Decorative elements and theme to recreate the atmosphere of an authentic arcade game room,
* Whac-A-Mole:
  + Whac-A-Mole is a classic arcade game where players are presented with a grid of holes, and cute mole characters pop up randomly from these holes.
  + The objective of the game is to use a virtual tool (hammer) to quickly and accurately hit the moles as they appear.
* Whac-A-Mole:
  + Tic-Tac-Toe is a classic two-player strategy game. The game is typically played on a 3x3 grid, and players take turns placing their symbol ("X" or "O") in an empty cell. Our players will play against the computer (using a MinMax algorithm).
  + The goal is to create a horizontal, vertical, or diagonal line of three of their symbols in a row while preventing their opponent from doing the same

## Scenes

* Introductory Menu scene - the starting point of the game, where the players can adjust settings and view high scores.
* Main Game Room scene - the central hub of the game, replicating the atmosphere and charm of a real-life arcade. Players enter and explore a virtual arcade filled with various classic and modern arcade machines.

## Models

* Arcade Cabinets
* Doors, tiles, walls
* Whac-A-Mole Hammer
* Mole Characters
* “X” and “O” Symbols
* Game Board
* Hands
* Decorative Arcade Elements (posters, neon lights)
* Leaderboards and Score Display

## Assets

* Arcade Game Sound : <https://assetstore.unity.com/packages/audio/music/fantasy-arcade-rpg-freedom-world-sounds-free-package-123530>
* Arcade Machines: <https://assetstore.unity.com/packages/3d/arcade-machine-free-92191> , <https://assetstore.unity.com/packages/3d/props/arcade-machines-pack-02-lowpoly-pack-79442>
* Neon Lights: <https://assetstore.unity.com/packages/2d/environments/neon-sprite-pack-131754> , <https://assetstore.unity.com/packages/2d/textures-materials/neon-shapes-61454>
* Signs: https://assetstore.unity.com/packages/3d/props/industrial/road-sign-big-pack-139858
* Moles: <https://assetstore.unity.com/packages/3d/characters/animals/lovely-animals-pack-92629>
* Hammer: <https://assetstore.unity.com/packages/3d/props/tools/stylized-hammer-162874>
* Floor tiles: <https://assetstore.unity.com/packages/2d/textures-materials/tiles/ceramic-wall-and-floor-tiles-91250>

## Animations and Sound Effects

* Introduction Scene Animation
* Whac-A-Mole (moles and hammer)
* Tic-Tac-Toe (X and O, hand placing them)
* UI Sound Effects
* Arcade Sounds
* Games Sound Effects

## User Journey Diagram

