**Design & Justification document**

Lift Off

A close up of a computer

Description automatically generatedA picture containing indoor, computer, table, sitting

Description automatically generatedA picture containing table, box, sitting, screen

Description automatically generated

**Team class/number: Pb4**

**Team Name: 9Bit Runners**

**Revision Date: 8-2-2021**

**Update and upload this document every day.**

[Introduction 2](#_Toc61616938)

[One Pager 2](#_Toc61616939)

[What elements make a game an Arcade Game? 2](#_Toc61616940)

[Competitor analysis 2](#_Toc61616941)

[Other inspiration? 2](#_Toc61616942)

[Answers / Solutions 3](#_Toc61616943)

[Target Group 3](#_Toc61616944)

[Unique Selling Point (USP) 3](#_Toc61616945)

[Game analyses 3](#_Toc61616946)

[Concepts 3](#_Toc61616947)

[Teamwork & Tasks 3](#_Toc61616948)

[Justification 4](#_Toc61616949)

[8 February 4](#_Toc61616950)

[9 February 4](#_Toc61616951)

[10 February 5](#_Toc61616952)

[End Results & Justification 6](#_Toc61616953)

[**Arcade Game:** 6](#_Toc61616954)

[**Web:** 6](#_Toc61616955)

[**Gameplay Capture Video:** 6](#_Toc61616956)

[**Promotion:** 6](#_Toc61616957)

[**Other:** 6](#_Toc61616958)

[Individual reflection 7](#_Toc61616959)

[Team reflection 7](#_Toc61616960)

# Introduction

Arcade machines have been around since the late 1970s, most of those machines are either pinball machines or electro-mechanical games. An arcade game typically has a coin-operated system that delivers entertainment for a small period of time after the consumer paid his money. Arcade games mostly focus on high scores to promote competition to incite consumers to play more than just once. A good example being Pac-Man, the most popular arcade game that gets progressively harder with a high-score system. Our goal is to create an arcade machine with a unique selling point. With a diverse genre of possible games

# One Pager

## What elements make a game an Arcade Game?

|  |  |
| --- | --- |
| Arcade Game  General description: | *research general information that describe an Arcade Game* |
| Arcade Game  Required Technical elements: | *research technical information that is essential for an Arcade Game* |
| Arcade Game  Required User experience related elements: | *research user experience related information that is essential, important or interesting for an Arcade Game* |

## Competitor analysis

|  |  |
| --- | --- |
| Name/show 10 inspiring Arcade Games and explain their USP in one sentence: | |
| Game 1 *(rename)* |  |
| Game 2 |  |
| Game 3 |  |
| Game 4 |  |
| Game 5 |  |
| Game 6 |  |
| Game 7 |  |
| Game 8 |  |
| Game 9 |  |
| Game 10 |  |

## Other inspiration?

*Include other (visual/technical/interaction) inspiration here.*

# Answers / Solutions

## Target Group

*Describe / explain your target group*

## Unique Selling Point (USP)

*What makes your game different and why should consumers buy it? Describe this in one sentence:*

# 

# Game analyses

Analyse digital games: (use game analyses form)

Use APA for the sources

# Concepts

Concept 1: …

Concept 2: …

Concept 3: … 

Chosen concept: (justification)

# Teamwork & Tasks

Name 1: …

Task: …

Name 2: …   
Task: …

Name 3: …   
Task: …

Name 4: …   
Task: …

Name 5:  …   
Task: …

Name 6: …   
Task: …

Name 7: …   
Task: …

# Justification

## 8 February

**Notes/Feedback Coaching**

* …..
* …..
* …..

**Day-Closure (team)**

* Make a list of crucial decisions/choices
* Show results + conclusions to justify these choices

**Day-Closure (individual), Show your work (screen shot?) and reflect on it:**

* What did you do today?
* Did you encounter problems?

Name 1: …..

Name 2: …..

Name 3: …..

Name 4: …..

Name 5: …..

Name 6: …..

Name 7: …..

## 9 February

**Stand–up (individual)**

* What did you do so far?
* What will you do today?
* Did you encounter problems?
* Do you need help?

Name 1: …..

Name 2: …..

Name 3: …..

Name 4: …..

Name 5: …..

Name 6: …..

Name 7: …..

**Notes/Feedback Coaching**

* …..
* …..
* …..

**Day-Closure (team)**

* Make a list of crucial decisions/choices
* Show results + conclusions to justify these choices

**Day-Closure (individual), Show your work (screen shot?) and reflect on it:**

* What did you do today?
* Did you encounter problems?

Name 1: …..

Name 2: …..

Name 3: …..

Name 4: …..

Name 5: …..

Name 6: …..

Name 7: …..

## 10 February

Expand the days and update index

# End Results & Justification

## **Arcade Game:**

Storyboard

Prototype(s)

Prototype test results

Iteration(s)

End Result

## **Web:**

Wireframe

Iteration(s)

End Result

## **Gameplay Capture Video:**

End Result

## **Promotion:**

First idea’s sketches

Iteration(s)

End Result

## **Other:**

First idea’s sketches

Iteration(s)

End Result

# **Individual reflection**

**Personal work (what went well, what could be improved, what must be improved).**

Name 1: …..

Name 2: …..

Name 3: …..

Name 4: …..

Name 5: …..

Name 6: …..

Name 7: …..

# **Team reflection**

**Teamwork (what went well, what could be improved, what must be improved).**

Name 1: …..

Name 2: …..

Name 3: …..

Name 4: …..

Name 5: …..

Name 6: …..

Name 7: …..