

## Project Name: Arcade Arena

**High Concept:** Have you ever wanted to own and manage your own arcade? It's a pretty niche audience, I understand, but Arcade Arena is here to scratch that itch! Open and operate your own fictional arcade by purchasing and placing various machines and decorations to make the most popular arcade in the world!

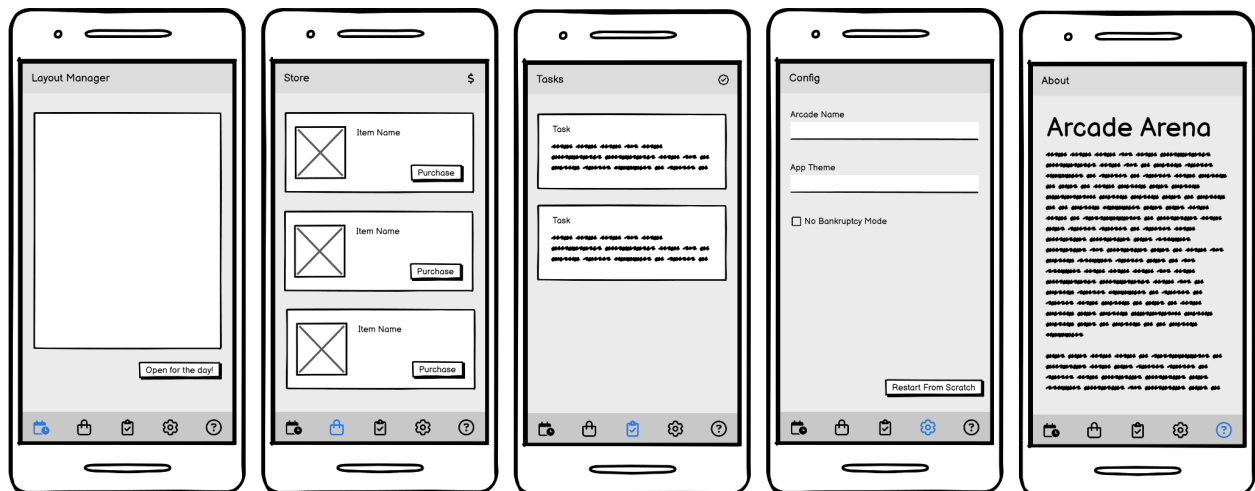
**Genre:** Game, Tycoon, Business Simulation

**Platform:** Web & Mobile

**Aesthetics:** I'll be the one creating image assets for this assignment. Below is an example of my art style; it's nothing flashy or neat, but it's colorful and conveys concepts well.



### Mockups:



### Game Project:

*Arcade Arena* will be composed of five main pages: the Layout page, the Store page, the Tasks page, the Config page, and the About page. The Layout page is where users will arrange the elements they have purchased from the Store. The Store sells things such as arcade machines,

pinball machines, decorations, and wallpapers for in-game currency. *Arcade Arena* will play in an endless loop (or until the player goes bankrupt), so the Tasks page is where the player can see some objectives to get them going in the right direction (reach a certain revenue, have a certain amount of machines, etc). The Config page is where players can name their arcade, alter some settings, and view stats from the last few in-game days. Lastly, the About page will have some text explaining how the game works, in addition to some documentation.