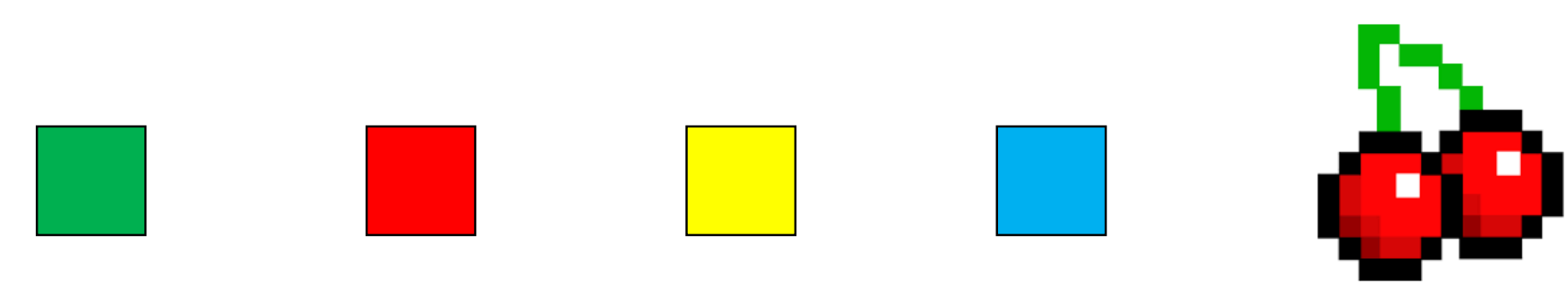


ECE ARCADE MACHINE

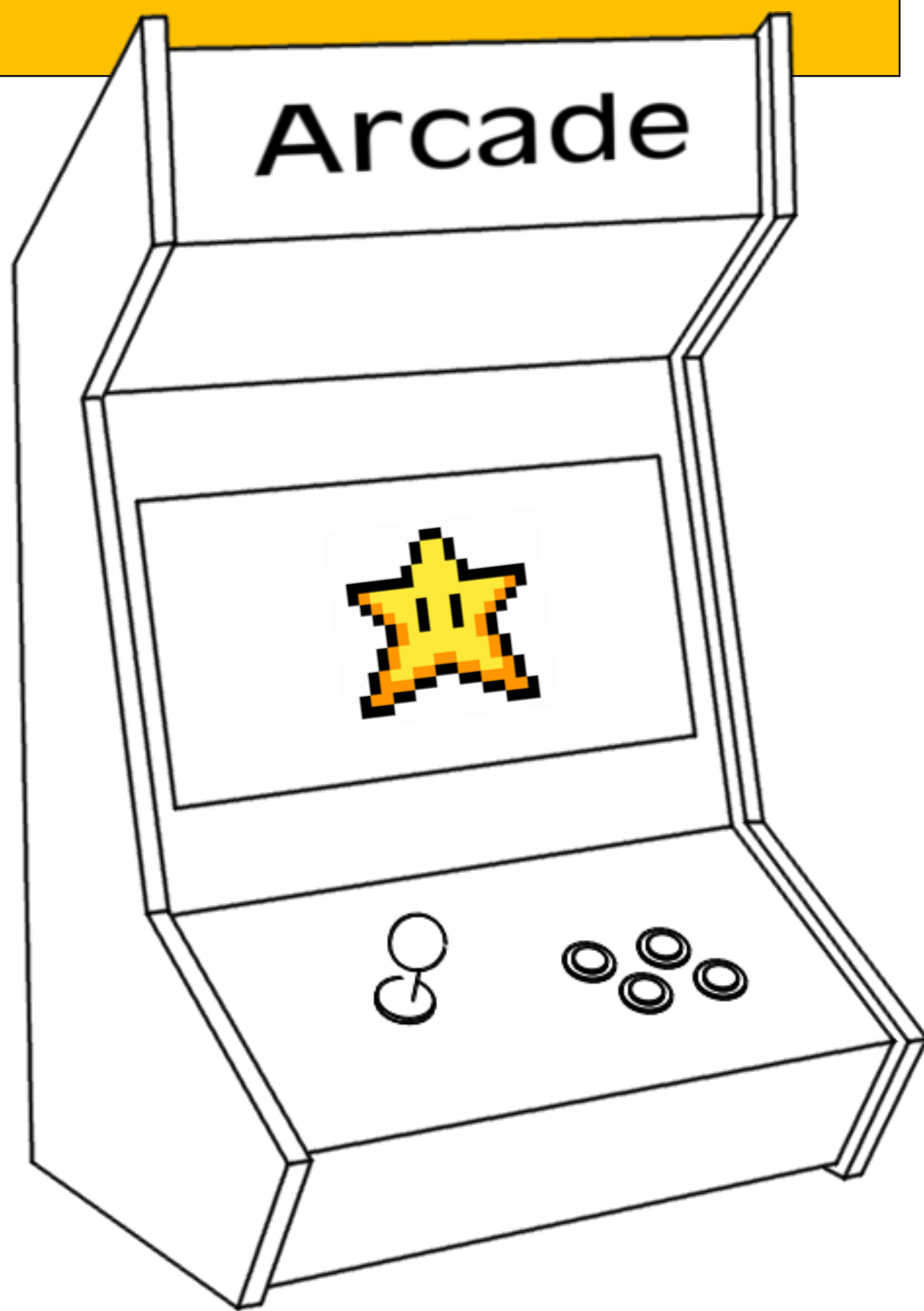


Problem

A poor work environment can have detrimental impacts on one's mental health and productivity. While the foosball tables in the Bain lab are enjoyed, they fail to showcase technologically can be accomplished by our ECE Department.

Solution

The proposed solution is a desktop arcade game (custom cabinet and game) that is targeted towards common work spaces such as the Bain lab.

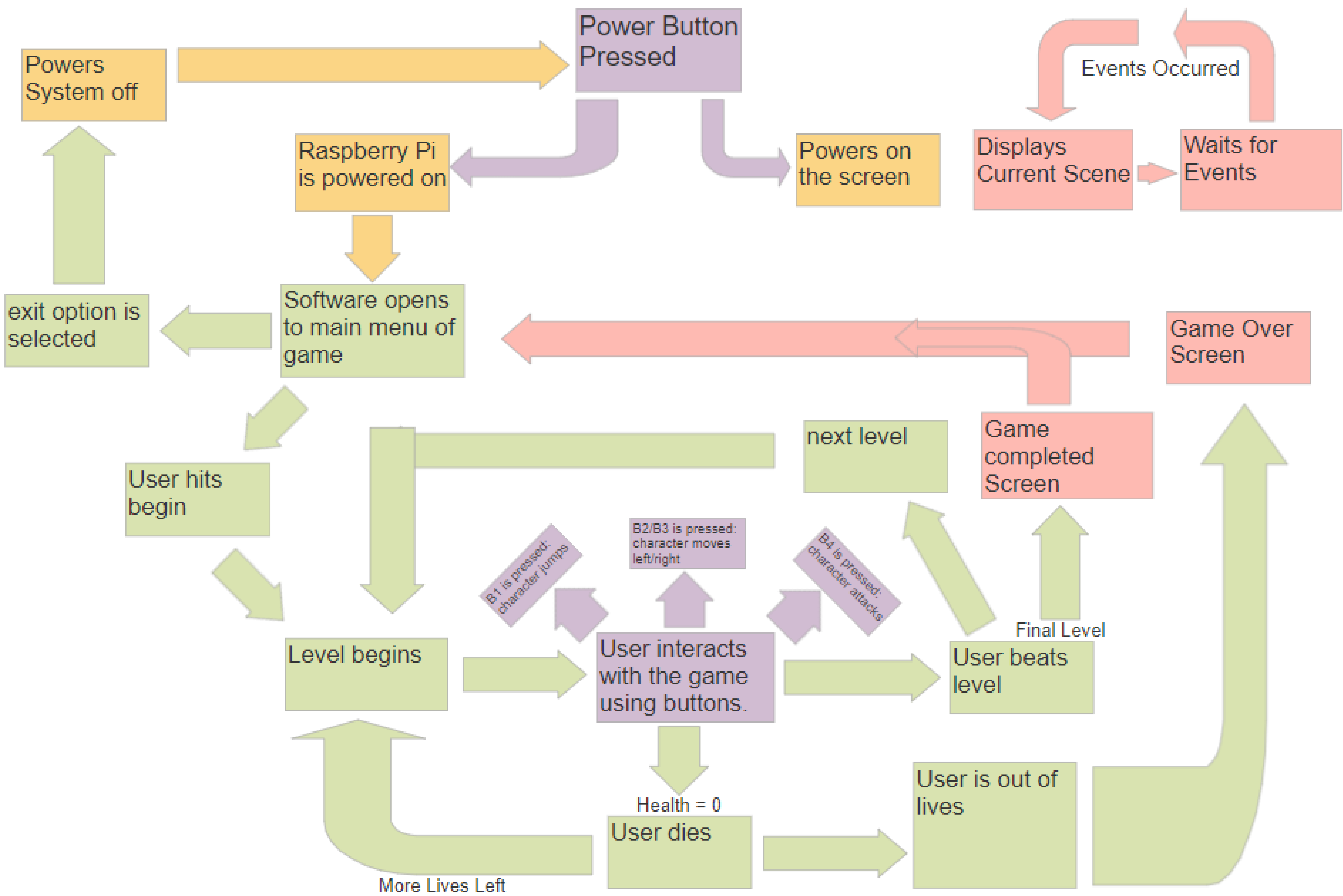


Impact

- ESRB Target Rating: Everyone 10+
- Canadian Copyright Act Fair Dealings Exception
- MIT License

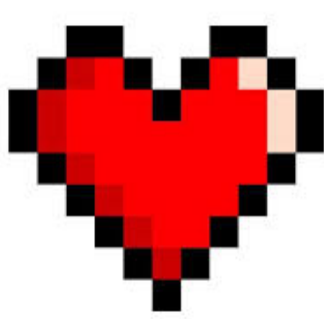


System Design

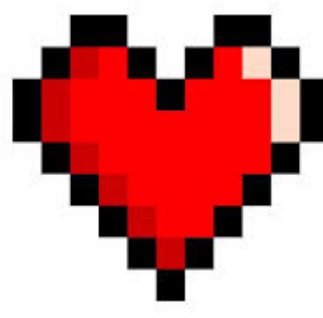
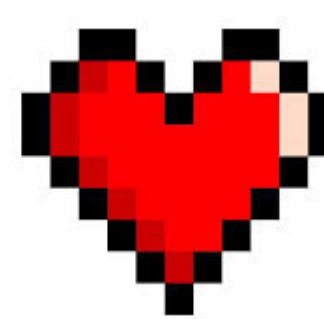


Development Plan

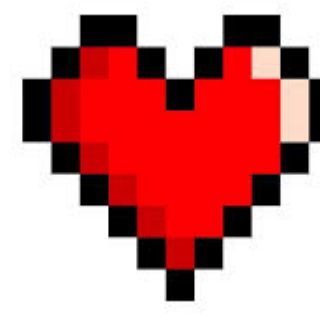
September:
Prototyping



Nov. – Jan.:
Code and
Asset
Development

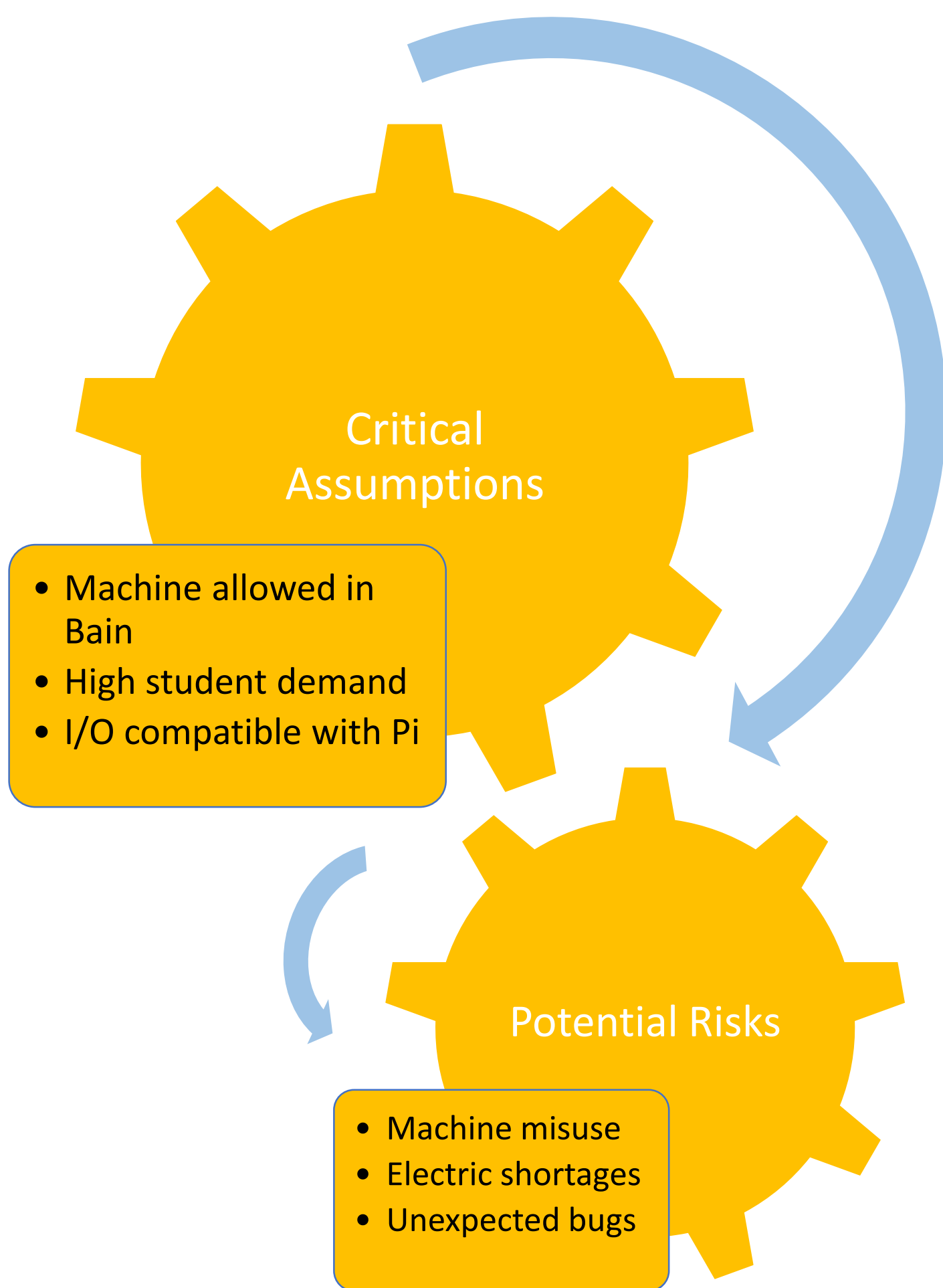


October:
Engine
Design and
Coding



Jan. – Feb.:
Optimization

Risk Analysis



Cost Projection

Component:	Estimated Cost:
Computer System	\$30
Monitor	\$120
Speakers	\$50
Controls	\$50
Cabinet Materials	\$100



Team 16
Tom Heyssel
Jacob Denyes
Cooper Harasyn
Allison Christensen
Professor: Karen Rudie