Table 1: Revision History

Date	Developer(s)	Change
2016-09-22	Baltej Toor	Begin write-up of Problem Statement using the given template
2016-09-23	Baltej Toor	Add problem statement, reasoning and context content to document
2016-09-23	Baltej Toor	Add decided Team Name
2016-12-07	Baltej Toor	Made corrections addressing feedback on stakeholders and extraneous implementation details for removal for final revision

SE 3XA3: Problem Statement
NAMCAP

Team 2, VPB Game Studio
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2016-12-07

Videogames provide a unique, interactive entertainment experience that takes players away from their boredom and stress of life. Modern day game developers look to create an immersive environment in which to capture the user with detailed graphics and gameplay. Classical arcade games such as Space Invaders, Asteroids, and Pacman among many others captivated gamers with their simple design and mechanics. As the redevelopment team, we plan on developing a game that recaptures the simplicity and playability of class arcade games to combat daily stress and boredom for our users.

Modern videogames attempt to immerse users with complex graphical and technical features. Unfortunately many of these features come at increasing cost that serves as a barrier-to-entry for many players. If users want a more simplistic arcade interaction the costs are even greater. Through the redevelopment of a classic arcade game, Pacman, we are looking to bring a straightforward, enjoyable game to the hands of gamers without the need to acquire older generation arcade machines.

The conceptual redevelopment of Pacman, Namcap is not age-restricted or limited to users with previous knowledge of complex gaming mechanics. Gamers looking to try Namcap for an arcade-like experience take stake in the project along with the redevelopment team. Gamers are involved in the verification and testing of the implementation through various usability metrics. The third-party reviewing entity oversees development and delivers feedback based on current standards and process decisions. The development team will reference both groups of stakeholders in order to improve the overall quality and efficiency of development. By taking the appropriate steps to document and test the project, we ensure open-source developers can efficiently maintain and improve on the design in the future.