***Project: Lift Off***

**Research Questions:**

What elements (technical and user experience) make a game an Arcade Game?

What distinguishes your game from games that are already on the market? What is, in other words, the Unique Selling Point (USP)?

**Concept Pitch:**

Team introduction (who is responsible for what part(s)?)

First draft One-pager (Inspiration, Concept description, Target Group, Technical Research,

Competitor Analysis & Unique Selling Point.

**Your one-pager needs to answer the following questions:**

• What elements (technical and user experience) make a game an Arcade Game?

• How would you describe the Unique Selling Point (USP) of your game?

• Make a competitor analysis: how does your game add more value?

**Concepts:**

* Pain station: is an art object and arcade game based on Pong developed by the artists' group, "fur art entertainment interfaces", with pain feedback.
* Space invaders > controlled with a wheel.
* Half Life III ??????
* Space: Build a rocket and get as high as you can.
* Platforms: You need to jump platforms to get as high as you can.

**Arcade Definition:**

Intuitive and simple controls with simple physics

Short levels which become increasingly difficult as the game progresses

A focus on gameplay rather than on content or story