

# CIS 3600, PROPOSAL 1

## RECREATING A CLASSIC ARCADE GAME

### PROLOGUE

In project #1 you will recreate a classic 2D arcade (or Atari 2600) game in Scratch. Before you begin programming, you will submit a 1 page report about your chosen game. This report will be worth 5 of the projects 20 total points.

### ASSIGNMENT

You need to submit (**DATE DUE: September 13<sup>th</sup>, 2010**) a one page review of your chosen game.

Your review should contain a general description of the game and an evaluation of the original game based on the MDA development paradigm. Your grade will be determined as follows:

- 1 point for description of the historical significance of the game.
  - 1 point for description of the mechanics of the game.
  - 1 point for description of the dynamics of the game
  - 1 point for description of the aesthetics of the game.
  - 1 point for proper layout (see below)
- 5 points total

### LAYOUT

1. Name, Date, Class at top of paper.
2. Single spaced paragraphs.
3. 12 point font.
4. 1 inch margins
5. No more than 1/4 of the page used for graphics/images/screenshots

### WHERE CAN I FIND A GAME TO RECREATE?

Any arcade game or 2nd generation console game created **BEFORE 1985** should be acceptable. You can find many different websites that will allow you to review and play these games. I will list a few to help you get started:

<http://www.classicgamesarcade.com/>

<http://www.2600online.com/>

<http://www.atari.com/play/>

*Note: The NES (Nintendo Entertainment System) had some neat games. But most of them would be too complex to try and recreate in the time allowed. Your goal is to create a COMPLETE GAME and not just one or two level (thus the pre-1985 restriction).*