

SE 3XA3: Problem Statement
Mini-Arcade

Lab 1, Team #4, Mini-Arcade

Andrew Hum	William Lei	Arshan Khan	Jame Tran
huma3	leim5	khana172	tranj52
400138826	400125240	400145605	000000000

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1 Revision History

Date	Developer(s)	Change
1/21/2020	Andrew Hum	Brainstorming.
1/22/2020	Andrew Hum	Document Formatting
1/22/2020	Arshan Khan	Document Formatting.
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2 Problem Statement

2.1 What problem are you trying to solve?

The purpose of a game is to entertain the user however, the term entertain is broad with different interpretations and meaning based on each individual. For us, we determine a game's entertainment value through attention-grabbing features, high-quality graphics and smooth performance with minimal lag. The original project we are recreating contained simple mini-games with minimal features and low-quality graphics. Our goal is to completely redesign these simple mini-games to capture the user's entertainment through aesthetically pleasing, multi-feature mini-games and a central hub to launch these games from for ease of access.

2.2 Why is this an important problem?

2.3 What is the context of the problem you are solving?

Redesign simple Python games to increase the graphics and complexity. Alongside the redesign, there will be a new launcher.

- A clear concise description of the issues that need to be addressed by your team - What problem are you trying to solve? Not how you are going to solve the problem

Currently, we have a collection of very simple mini games that can be played by launching each game individually. These games have low graphics quality, minimal features and poor user interface. To play a game, you have to launch them using a Linux subsystem, and each game must be launched individually.

- Why is this an important problem?

It is a universal fact that games should be entertaining, with smooth performance. We want these simple mini games to provide said entertainment to the users, as well as ease of access.

- What is the context of the problem you are solving? - Stakeholders? - Software environment?