



# GAME CREATION IN **KODU** GAME LAB

## Game Design Documentation

[Arcade-Man](#)

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## “Hook” Statement

Evil “monsters” from a local nursing home have scattered all your hard earned arcade money. Time to be a man and get back what’s yours!

## Genre

Arcade-Action/Arcade-Maze

## Target Customer

People ages 4-104 who enjoy classic arcade games such as Dig-Dug, Dr. Mario, or Pac-Man

## Competition

Pac-Man, Mrs. Pac-Man, and Pac-Man Championship Edition DX. Arcade-Man is a better product as it strikes a nice balance between shiny graphics, updated maneuvers, and classic controls.

## Unique Selling Points

A New twist on a classic formula, this game is sure to catch your eye. It has the latest 3D models and effects, but still has that good old classic feel to it.

## Story and Narrative

### Backstory

Not long ago, in a nursing home not far away, four crotchety grumps caught wind of some youngsters wasting their time at an arcade. With a plan to rectify this, they immediately they broke out and started stealing children’s quarters in an effort prevent anyone from going to the arcade. Everyone runs away from these monsters, except you. It’s time to return those poor kid’s allowances and get back your money.

### Objective

Collect on the coins on the map while avoiding the surprisingly agile geezers. If any of them catch you, they’ll drag you back home by your ears to study and do chores!

### Characters

**Little Sixpence:** This is you. A poor little kid whose only joy in life is to going to the arcade to spend all of his hard earned quarters. Which is what you would be doing now if four old monsters hadn’t taken all of your money.

**Mr. Old (Cranky):** The oldest of the four Mr. Old is slow, and will only jump if he has too.

**Mr. New (Banky):** The youngest of the four, Mr. New loves to jump over everything he sees. He prefers to use his cane for pole vaulting but is equally good with a walker.

**Mrs. Borrowed (Thrifty):** Mrs. Borrowed is a notorious pickpocket and hoarder. She’ll make a bee line to the closest coin she can see and guard it viciously, until another coin or child catches her eye.

**Mrs. Blue (Claudia):** Mrs. Blue is the ring leader, she is very mysterious and cunning, but slow. No one remembers her being dropped off at the home and she refuses to reveal her age to anyone. She hates children for an unknown reason and will hunt you down unceasingly.