

**Arcade Games:
Architecture, 2D Graphics,
Collision Detection**

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Gordon Stoll of Valve tests a headset that the company thinks will help open new ground in video games

Arcade Games

- Examples
 - Missile Command, Space Invaders, Breakout, Centipede, Pac-Man, Frogger, Tempest, Joust, ...
- Game Definition
 - 2D environment
 - Move objects around screen in 2D
 - Major interaction is via collisions
 - (And avoiding collisions)
 - Simple rules
 - Rules embedded in physics of game
 - Simple goals
 - Hit things: get points
 - Avoid getting hit: stay alive