

PIXEL PALACE ARCADE Request for Proposals

From the desk of Pat "Pac" Manning, Owner

To: The Pixel Palace Design Team

Re: We need a brand-new game!

Team — you've helped me before, and I need you again. Business is okay, but customers keep asking, "What's new?" I want an original arcade game that nobody has seen before. I'm officially inviting your design teams to submit proposals. Here's what a winning game has to do:

The Requirements

Fun: People should want to play it again. It should be easy to understand in a few seconds.

Fair: Winning should feel possible but not automatic. Aim for roughly 1 in 4 to 1 in 3 players winning a small prize. Big prizes should be rare.

Safe: No flying objects that could hurt anyone, no sharp edges, nothing that tips over easily.

Buildable: Your prototype must be built from cardstock and craft materials. It must include at least one custom part you design in 3D modeling software (TinkerCAD).

Profitable: At \$1 per play, the game should earn me at least \$40 in profit on a busy day. Show me the math.

Pitch me your game in 3–5 minutes. Show me your design, your custom part, and your test data — prove it's fun, fair, and good for business.

Make me something great. — Pat