

FOLLOW-UP REQUEST FOR PROPOSALS — Pixel Palace Arcade

Dear Student Engineers,

Thanks for the recommendations you sent me last month — I've already started making some of the changes you suggested. But there's one game on your "Loser" list that I'm not ready to give up on: Storm-the-Castle.

I love that game. It's the only catapult-based game in the arcade, and when kids do play it, they have a great time. The problem is exactly what you said: the targets are too hard to hit, almost no one wins, and the prizes are expensive when someone does. I need to do something about it before the game costs me any more money.

I'm hiring you again, this time to redesign the landing zone for Storm-the-Castle. The catapult stays — that's what makes the game fun. What needs to change is the target board. I need a new landing zone that:

- *Lets about 40% of players win a small prize*
- *Lets about 10% of players win a large prize*
- *Makes me at least \$50 per day in profit*

I've ordered the same kind of catapult for your classroom so you can test your designs the way the real game works. Test it, design a landing zone, prove with data that it meets my requirements, and tell me what prizes I should give out.

If you can save Storm-the-Castle, I might let you design a brand-new game next.

Thanks again,

Pat "Pac" Manning

Owner, Pixel Palace Arcade