Abstract

In this paper, we will discuss and review the steps involved in developing an arcade game machine from ground-up along with designing and developing an arcade game to run on it. We will also discuss the choice of hardware and the development tools used for developing our system. In-game physics will also be incorporated using the PyODE engine and Pygame libraries. We will also compare Easel and Pygame as game development libraries and will determine which would be the most appropriate for our project.

References

- Richard Jones, "Rapid Game Development In Python".
- Josh Archer, Bryant Nelson, and Nelson Rushton, "An Experiment Comparing
Easel with Pygame:

**Index Terms**

Computer Science  
Information Sciences

**Keywords**

Arcade Game  
Raspberry Pi