



My Arcade Game

Instructions to fun



Introduction

During the time of Genius Hour my team and I (CJ, Talyn, and me, Will) made a game that is a sling shot game. We decided to make this type of game because we think idea of a sling shot game really will stand out compared to the other games. The goal of the game is to hit the moving target at the top. For every time you hit the target you get 25 tickets. You get three tries. For each hit you get 10 tickets. Our game is top notch quality. And way and rules of the game are simple, let me teach you how to play.



Lock and Load

When you start playing the game you will receive 3 rubber bands . To shoot you place the ball at the top of our home made sling shot. Then pull the pull the rubber band back. Aim and time the shot to hit the target. Bam you either hit it or missed but you get three shots.





Tickets

When you are done playing our game, you will receive tickets if you hit the target. If you hit it once you get 10, twice 20, and thrice you get 30. To get your tickets there is a dispenser at the bottom. The tickets will already be out you just need to tear them off.



Conclusion

Congratulations! You have just won our game. (If not try again) Didn't you just love it? If you did why not play again.