ITCS 4231/5231 – Advanced Game Design and Development  
Homework #1

**Due via Moodle the night before our next class at 11:55pm**

**Instructions**Research any game franchise that started out in 2D, then made the transition to 3D. Compare the success of the two games (2D vs. 3D) and cite reasons (not your own) ***why*** the 3D game(s) was/were more or less successful than its 2D version(s). Specifically compare the design features of the games using your technical knowledge of game design principles.

One page typed or two pages hand-written. Be ready to share your findings.