Group 2 Documentation

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1 Introduction

Hi everyone!

In this workgroup we have to make a website about videogames. We have also to create webpages about **games, consoles, software houses and gendres**.

To divide the work properly we decided to follow this separation by generations: history of video game consoles.

2 Our topic: second and third generation

The task of our group is to find elements for the second and third generations, so more or less from year 1976 to year 2003. Remember that *generations may overlap* but since every generation has his own particularities, it's easy to distinguish the correct elements.

3 What to do

1. Learn about second and third generations: discover the main differences from the others (in particular from first and fourth gen.) and find the elements you'd like to talk about.

2. Work on the html pages from the given template. Everyone has to produce **at least 4 pages**.

3. Respect deadlines!

4 How to organize the work

Since we must cover a time span that goes from 1976 to 2003 and at the same moment talk about different topics, we must divide our work in 4 diferent subgroups:

- consoles and hardware innovations (ex.: Atari 2600, 8-bit processors)

- most iconic games of the two eras (ex. PacMan, The Legend of Zelda)

- common gendres of the two eras

- most influent software houses

5 Deadlines

- **October 31 @ 12:00 (Saturday)**
  Find the elements on which you want to work on, remember that we must cover these topics:

  - most important changes between this (two) generation and the previous one

  - games

  - consoles

  - software houses

  - most important gendres in the generation

- **November 6 @ 23:55 (Monday)**
  Have all the content of the pages written.

- **November 7 @ 23:55 (Saturday)** Upload the Document with ideas concerning the CSS style

- **November 10 @ 23:55 (Tuesday)**
  Upload all the html pages.

You can upload more than four pages, but the work **must be well structured!**

6 Style

The CSS style is up to us. That means that we must take care of shaping the graphic characteristics of the two generations, that are:

- colour scheme
- font style
- how many images, size of images
- index style
- mp3 YES/NO?
- Other ideas

7 Organization of the pages

Our group has to do about 20/25 pages, that will have to be distributed in the following way.

- important games of the second generation: 5 pages
- important games of the third generation: 5 pages
- important consoles of these two generations: 3/4 pages
- important software houses: 2 pages
- important genres: 4/5 pages
- tech innovations in the sector: 1/2 pages

8 How to work

The pages should be filled following the logic described in Daniel Gelman's document, "$how-to-work-DanielGelman.pdf$".

9 Who is going to do What

- Important games of the second gen: Daniel
- Important games of the third gen: Arnaud
- Important consoles of the two generations: Lidia Cristina
- Important genres: Manuele
- Important Software houses and Tech innovations: Alessandro

10 Important games of the second and the third generation

Second generation

- Space Invaders (1978)

- Adventure (1980)

- Pac-Man (1980)

- Missile Command (1980)

- Utopia (1981)

third generation

- Castelvania (1986)

- The Legend Of Zelda (1986)

- Final Fantasy (1987)

- Metroid (1986)

- Super Mario Bros (1983)

11 Notes

1. **Don't work twice on the same element.**
   To prevent this, once we have found all the things to speak about, we are going to make a list with who is going to work on what. We can also discuss about the arguments in the WhatsApp chat.

2. **Use your time wisely!**
   There is a lot of work to do and we only have about two weeks.