Updated Documentation - group 1

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1   Introduction

Hello everyone!
In this group project we have to make a website about videogames, and we decided to talk about **games, consoles, software houses and genres**.
That means that in each generation we have to focus on these categories. Every group should point out what are the most important games, consoles and software houses in that period, citing a popular genre at the moment.
To divide the work properly we decided to follow this separation by generations: history of video game consoles.

2   Our topic: origins and first generation

The task of our group is to find elements for the origins and first generation. So origins more or less from year 1948 to year 1970 and 1st generation from year 1971 to 1975.

3   What to do

1. Learn about the origins and the 1st generation: we need to divide what each group member is going to work on.

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

Our group will cover the origins and the first generation. Since that's the first thing you can find, it's important that we also give an explanation on how everything started.
Keeping in mind what the general criteria for all the subgroup is (**games, consoles, software houses and genres**), we will the work in the following way:

- Games and consoles (due to the fact that in the beginning of the history of videos games, the consoles were dedicated consoles. Each console already had the games installed.
  For better understanding of the subject it is simpler to merge those two categories in the origins and first generation).

- Relevant historical events

- Genres (first generation)

Important: To avoid doing the same software houses as the group 2 and having the same content twice, the group 2 will focus on software houses (previously agreed with their topic leader, Alessandro) and we're covering the relevant historical events.

5 Deadlines

- **November 6 (Friday)**
  Have all the content for the different HTML pages (written).

- **November 10 (Tuesday)**
  Upload all the HTML pages (I recommend you to upload as much as possible before this deadline).

6 Criteria for the HTML pages

Follow the 5 'W' rule for each one of the pages.
If you have any doubts check the document created by Daniel Gelman (team member from the group 2) or contact me or another team member.

7 Work division

- Origins: Vladimir, Anton, Catarina

- First generation: Vladimir, Enrico, Samuel

7.1 Origins

- Definition of video games → *Vladimir*
- How it started (interactive television) → *Vladimir*
- Bertie the Brain → *Catarina*
- Interactive visual games (OXO) → *Vladimir*
- Tennis for Two (up here games were neither for entertainment nor commercial) → *Anton*
- Spacewar (PDP-1 minicomputer) → *Anton*
- Sega Periscope → *Anton*
- TV Game Unit 1 → *Anton*
- Brown Box (prototype of the first console) → *Vladimir*
- Computer Space → *Catarina*
- Galaxy Game → *Catarina*

7.2 First Generation

- Technology (General overview of the first generation technology, what are the characteristics of this generation) → *Vladimir*
- Magnavox Odyssey → *Enrico*
- Odyssey series → *Enrico*
- TV Tennis Electrotennis → *Enrico*
- Pong → *Samuel*
- Atari Home Pong → *Samuel*
- Coleco Telstar series → *Samuel*
- Nintendo Color TV-Gameseries → *Samuel*
- Handheld Systems (dedicated consoles) → *Enrico*
- Genres → *Enrico*
- Video Game crash of 1977 (end of first generation) → *Vladimir*

8 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 the arguments in the WhatsApp chat.

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

3. **Questions**
   If you have any questions or problems, feel free to contact me or anyone from our group ASAP. We are a team and we work together.
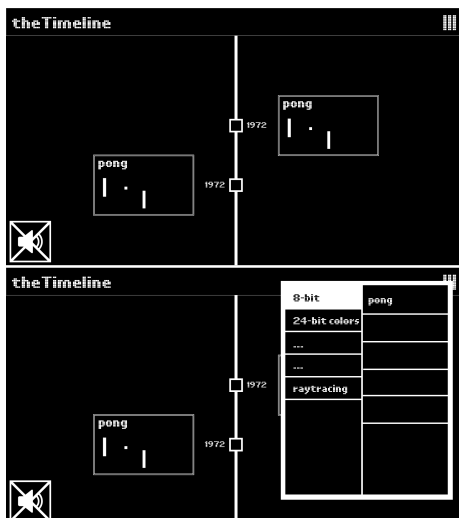
9 Look and feel

The look and feel for both origins and the first generation are the same.
If we compare the game Spacewar! and Pong it's clear that they share the same elements, like simplicity and monochrome.
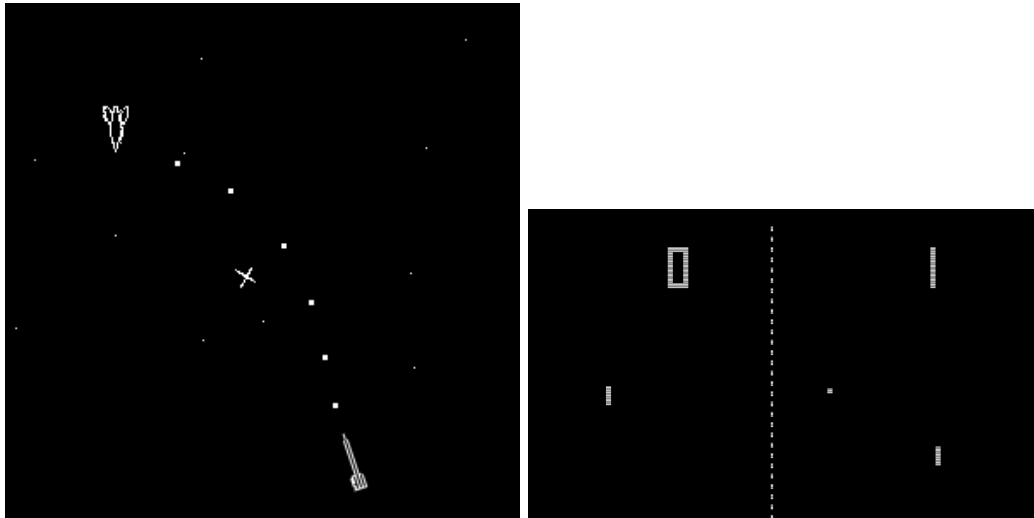
Therefore, we agreed that the suggestion made by the Team leader and CSS leaders could be the right base for the look and feel of the origins and first generation.

10 Very IMPORTANT! - HTML pages

Now that the HTML pages are almost done, there are still some steps needed to conclude everything. We need to follow the following steps:

1. Check the validity of your page. Your page **must** pass the W3C validation .
   Follow the link: HTML validator.

2. Do a plagiarism check for each one of your pages.
   You can't simply copy the text from another website. You must rephrase it using your own words.

3. If you've done the first two steps and are happy with the result so far, contact me right away.
   If possible, **have the first two steps done before November 11 at 1 pm.**

4. Each page needs to be checked for any grammar errors.
   The grammar check for our group will be done by me (Catarina) and Enrico.
   I (Catarina) will proofread Vladimir's, Samuel's, Enrico's and Anton's pages.
   Enrico will proofread Catarina's pages.
   In each HTML page you will find a comment, letting you know that the page has been proofread.
   Don't worry: we won't change the content. We will check if the text you wrote is grammatically correct.
   If you don't agree with some suggestions, you're able to change it back. The purpose is to elevate the content of our project.

5. Check that everything works one last time :-).
   Thank you all for your collaboration and effort!