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GAM-495 Game Programming Capstone  
3 August, 2025

**Game Industry Trends and Artifact Update**

**Part I**

In the last module, you explored current trends in the game industry. You determined how those trends might impact your future career and how to overcome any challenges related to those trends. Now it is time to think beyond current trends.

Think about the paradigms that were broken in the industry when the iPhone was first introduced. Prior to the iPhone, there was no touch-interface trend; the iPhone created that trend. For this post, identify at least two more game changers or disruptive technologies that created a new trend. Explain how that game changer or technology has impacted the industry.

I’ve been thinking about this a lot—you see generations of games being built in similar ways, and I think this generation’s defining feature will be **Souls-like combat**.

Games like *Assassin’s Creed*, *God of War*, and *Star Wars Jedi* all share the structure that *Dark Souls* popularized. In the early 2000s, games tended toward either a pure hack-and-slash style or a very slow, methodical system. In the 2020s, we see Souls-like combat—even if it’s not punishingly difficult—integrated into many modern titles. The system has become a large trend in AAA games, influencing design choices across multiple genres.

Next, I’d like to address **VR**. VR is constantly evolving, and while I’m not sure it will ever completely dominate mainstream gaming, it has found strong adoption in simulation and training environments. It allows professionals to interact with 3D spaces without the expense of building those environments in real life, enabling cheaper and faster training without sacrificing the quality of in-person instruction.

**Part II** Provide an update to your instructor on your progress with each artifact. Use the following nomenclature to categorize each artifact and provide relevant details to your instructor. If you need assistance or have questions, contact your instructor.

**Artifact Categories** 1 - Not Started  
 2 - Working on Initial Enhancements  
 3 - Submitted; Awaiting Instructor Feedback  
 4 - Working on Final Enhancements  
 5 - Awaiting Instructor Permission to Upload to ePortfolio  
 6 - Uploaded to ePortfolio  
 7 - Finalized ePortfolio Assignment

All parts are currently in **Category 3**. The final part was submitted at the time of this journal entry. I will update in the reflection post, but the entire tutorial has been completed.