Games 101 - Action Games

Pin Ball – the Missing Link

Arcade genre older than video game in 20th century.

Arcade changed American culture.

Pin ball is an arcade game that a pin shoots the ball.

Button + pin = Interface (the most early version)

It became cheaper. Idea influenced electronic game.

**Humpty Dumpty (1947)**

Harry Mabs

Hit ball that direction may wrong for different ways.

**Spot Bowler (1948)**

Wayne Neyens

Set standard to Pinball. Hit bowling simulation. Ball fall to the middle hole that loss the game.

Wayne created a new art form.

Play pinball in opera. Pinball is seems like video game of that time.

Meanwhile:

**\*Spacewar!**

Date: 1962

Developer: Steve Russell, Martin Graetz, Wayne Waienem

Platform: PDP-1

Region of Origin: USA

Why?

The first arcade video game. Consumer version is called Computer Space.

The first video game for public consumption.

**\*Pong**

Date: 1972

Developer: Al Alcorn

Platform: Arcade

Region of Origin: USA

Why?

People easily realized how to use and play Pong.

Interaction is advanced.

Redesigned cabin with wood.

The first successful arcade game.

Ralph Baer (The father of the video game).

Invention of a tennis game (no actual name). Sound is from Machine but not sound of the game.

Willy Higinbotham

The actual father of the video game.

**\*Space Invaders**

Date: 1978

Developer: Tomohiro Nishikado

Platform: Arcade

Region of Origin: Japan

Video game is an international business. Game designer at that time not only for design a game but also an Engineer.

Spped up in the game is an accident.

Similar: Space Race.

Why?

The first colossally successful video game.

Japanese ￥100 coin was in shortage because of Space Invaders!

The most successful video game than other media.

Why was Space Invaders such a hit?

Character in the Game became icons represent video game. It gives Japan a huge effect in video game industry.

**Common mechanics of action games**

Avatar-based

Positional

AI controlled enemies

Dexterity and reflex intensive

Linear difficulty progression

(Difficulty in Adventure game is not linear)

Pinball vs Space invaders

Theme in Pinball: Extra shots

Theme in Space invaders: Lives

Humpty Dumpty + Space invaders = ancestor of video game

**\*Pacman**

Date: 1980

Developer: Toru Iwatani

Platform: Arcade

Region of Origin: Japan

Why?

Thinking machines. The first thought of AI (Artificial Intelligence)

Character personality.

AI is not strong enough. If spent time can figure out the “AI”’s pattern.

A Kill Screen. Because 8bit Machine cannot hold a number greater than 250.

**\*Centipede**

1980

Platform: Atari (Game console)

USA

Why?

The first great shooter game for arcade home (console).

Atari: Moving arcade home, but image is not as good as arcade.

The crash! In 1983

The crash, which began in 1983, was mostly a console phenomenon. Console influenced arcade game industry, because console moved arcade home.

Several causes, including:

- Market glut

- Lack of publishing control

- Competition from home computers

- Also...

\*Super Mario Bros. (series)

Date: 1985

Developer: Shigeru Miyamoto / Nintendo

Platform: NES

Region of Origin: Japan

Why?

Platform game style.

Grown up console generation in the US.

US console market is established & grown up by Nintendo (the game was Super Mario)

Nintendo: Hardware is only used for game. People pay to Nintendo to make more video games.

Nintendo certification: At current time, Apple’s App store has similar to certification as Nintendo does.

The game at console generation:

**Legacy:**

0 Live = start over;

Linear difficulty curve

Dexterity and reflexes;

**Innovation for game console:**

Can be completed;

Checkpoints and continues;

**\*Mega Man (Series)**

Date: 1987 - 2010

Developer: Kenji Inafune w. Capcom

Platform: NES

Region of Origin: Japan

Why?

Combined super marios’ features and new innovation of game console;

An action/puzzle game:

Checkpoint and pause of the game;

**Innovation:**

Password system;

Non-linear stage order;

**\* Raiden (Series)**

Date: 1990 CE

Developer: Seibu

Kaihatsu

Platform: Arcade

Region of Origin: Japan

Why Raiden?

Paraller Evolution which means brought arcade game back to the market.

**\*Super Mario 64**

Analog, Technical Innovations. Camera follow character and swing along character. Open world. Mario has different actions.

**Innovation of Super Mario 64:**

Analog control;

Non-linear stage order

Reactive Camera

\*Godhand

2006CE

Shinji Mikami w. Capcom

Playstation2

Japan

Why?

Bad Concpet;

Dense Game;

Moves & Combs

Design Precisely

Challenge in Gameplay;

An Acquired Tasted

**\*Super Hexagon**

2012CE

Terry Cavanaugh

iOS

England

Why?

History works both ways.

Feel modern

The creation of App Store

Play at spire time

**Lecture Review - Big Ideas:**

Origins of the Arcade;

Common mechanics of action games

The Crash!

Console design changes

Engineering Fallacy