1. The game designer must have certain pieces of knowledge to do his/her job. One area is knowing the target market for the game she is designing. List 3 others.
   * + Game Genre
     + The Hardware
     + Concept Idea
2. List 5 required skills of a Game Designer.
   * + Creative
     + Confidence
     + Communication
     + Vision
     + Leadership
3. Hardware
   1. What are the 3 major console platforms?
      * Playstation
      * Xbox
      * Nintendo Switch
   2. What are 2 emerging hardware technologies.
      * Virtual Reality
      * Augmented Reality
4. Game Designers.  What games did the following early game designers create (and in general created the game industry as we know it!).
   * + Shigero Miyamoto – Donkey Kong, Mario, & Zelda.
     + John Carmack – Doom & Quake.
5. What are the 2 games considered to be the first 2 video games.
   * + Tennis for Two
     + SpaceWar!
6. Space Invaders was one of the first 'killer apps' on the Atari 2600, circa 1978. What is the 'core mechanic' for space invaders?
   * + Shooter
7. Game studio roles.  What are the 4 major functional roles in a game studio
   * + Art Director
     + Programmer
     + Designer
     + Business/Corporate
8. Game Production.  Describe the 3 production steps for a game studio
   1. Pre-Production – The game goes from a story, to a more flushed out concept, then you hire the teams and create schedules & budgets, then you start the actual operations of making the game.
   2. Production – Start by implementing models, program the actual code for the game, and finalize the games design.
   3. Post Production – The team will assemble the game with all its assets, test and debug the final game, and get it ready to release to manufacturing.
9. Production Management. Name the 3 asset areas of budgets and costs a production manager needs to optimize and balance.
   * + Money
     + Time
     + Features
10. Production schedules.
    1. What is the critical path?
       * All the key components which are needed and effect the length of the schedule.
11. Production Flow Chart
    1. What phase in the production flow does the game studio get it's first glimpse of an actual playable level of the video game?
       * Alpha Release.