Kareith Dyce

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1)

Many historians do not consider Noughts and Crosses to be the first game because it was only playable to students at the University of Cambridge because it ran on a computer unique to Cambridge. However, I believe this is a weak argument because even though the game had a limited release. It was published and followed all the rules of being a “video game”.

3)

No, mascots are still big especially today. If you see Sonic the Hedgehog you think Sega, Mario reminds you of Nintendo, Cloud Strife – Final Fantasy, Pikachu – Pokémon… the list could go on and on. Mascots of companies and games are an easy way to make companies a lot of money with products outside of games(merchandise) and crossovers. I feel that mascots will never really die as they give game series and companies a face to relate to.

4)

What caused pitfalls for game companies seemed to be over invocation or trying to change up too much in a game’s formula. Instead it seems better to slowly add more features in the games you create and polish the features that were not well received. This way each subsequent game feels much more polished but still captures what fans want. If you want to make big changes to a current series make it a spin-of game which lets you use similar characters and world but giving it a new twist in a way that can not disappoint fans of the main series and can even bring in new fans.

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1)

This statement is correct because this means the game has had such an impact that it transcends its original media. The main reason people make games is for money and there is nothing wrong with that. Making a game that has its characters referenced in TV shows, movies, other games and even in pop culture would have to mean that the game was successful.

4)

I do not believe that either of those games are more violent as both have an element that breaks the realism. The realistic looking game may feel closer to real life but having cartoony violence would break the emersion and reduce the emotional connection. Having the cartoony art style again reduces the connection to the same level as the first situation so the realistic violence doesn’t really make it violent. What makes a game violent would be the realism and the immersion.

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1. Game Name
   1. Audience: Myself + my peers
   2. Exploring caverns, find hidden collectables, having upgrades, to the player, the more they explore the stronger they get.