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Formative 1 Part 1

GPG512

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## Introduction

The following document will discuss topics of game development such as what distinguishes games from each other as well as effective strategies on developing games. Also the topic of E-Learning will also be incorporated.

# Gaming and Game development

## Gaming:

Gaming is the action of playing a video game which is software for educational or recreational purposes.

## Game Development:

Game development is the process of developing a game. This can be done in multiple phases and take at least a year to develop a publishable game to meet the expectations of what is considered a game in modern context.

There are also labels for games such as indie games which are developed by a individual or group of independent programmers and then there is a Triple “A” game which is produced and published by either the same or multiple established Companies.

Triple “A” games can have teams of thousands of software developers split into focus groups of different aspects and components of the game to optimize the workspace and these games can take 1 to many years to develop with High production costs and consumer expectations.

Indie games tend to be cheaper to produce and have much lower production costs than triple “A” games.

# Games

## The type of Game:

This is a set of key-words that will describe the gameplay that the game will offer the user. Examples of these words are:

|  |  |
| --- | --- |
| Term | Description |
| FPS-First person shooter | This game usually has the POV set in the head or neck of the user can entail gunplay to some exctent. |
| RTS – Real time strategy | This game has the POV set at birds-eye view and involves managing many units, structures and developing an ecosystem. |
| Simulation | These type of games try to mimic real life scenarios and make them more accessible to regular people and an example of this is ArmA(Armed Assault) 3 which is a military SIM. |
| Role-Playing | This game usually involves portraying yourself as another persona in a fictional world with a developed history and a story focusing around the player(s). |

## The genre of the Game:

This word describes how the story will be told or the style of narrative. The word genre has the same meaning it is used for in films.

|  |  |
| --- | --- |
| Term | Example |
| Horror | Fatal Frame |
| Thriller | Detroit: BecomeHuman |
| Mystery | Myst V: End of Ages |
| Sci-Fi | Halo 4 |

## The game’s platform:

This is the Computer made for the game to run on. This can be a Desktop or Console such as a Xbox 1 or Play station 4. The Consoles are upgraded every 5 years or so and pc games get specs released with every game title on what hardware is required.

# E-Learning

## What is E-learning? :

E-Learning is the use of media or internet to educate the user on a given .

## What are E-learning games? :

E-Learning games are games made with the intention of educating people on a given topic in a interactive or fun way but also to challenge the users critical thinking skills through mistakes and repetition.

# Factors to consider when making a fun game?

## Gameplay:

Is it easy to pick up on and is it fun to play? Do the controls feel smooth and do the player interactions and movements connect? When making a game often the game is only remembered by how amazing the game plays. Ease of use is also something to consider when making a game. You don’t want to make something so restricted to its current generation that it forms a skill gap for those trying to pick it up later.

## Story:

While a story isn’t compulsory it does provide a substance to get the player immersed in the games world. In real life we all search for purpose and this curiosity on what that is drives use to develop ourselves. In a game often it is given to you but the development of this purpose is that substance. Even if it is something as vague as survive and there is backstory building up events to the current situation. The ability for a player to explore the world and project themselves in that environment and situation is what determines the effectiveness of the game.

## Art-style:

The way a game looks will determine how the player will immerse themselves in the game, how serious they will take it and of course will play a role in the clarity of the environment when trying to distinguish objects and people apart from the scenery. A games art style can therefore impact gameplay. It is also important to note that the way your game looks is how it will be interpreted. Realistic games tend to look very serious and sharp, horror games go well with a grittier atmosphere and any game accompanied by cartoony graphics tend to have a comical theme to it even if it will entertain a psychopath.

## The Challenge:

While the intentions for a game varies per title there needs to be some kind of end game to work towards an obstacles in between the player and the cheese. There should be challenges to the player’s awareness, reflexes and logicality. It’s what people look for in most games and if the replay-ability of the game is great then the game is a success.

# Gamification:

Typical elements to a game such as accumulated points, competing with other players and match rules in the game that encourage gamers to engage more with the game.

## Gamification and E-Leaning

By making an educational internet game competitive and remember players it gives more reason to replay it and try to beat your score, somebody else’s score and engage in the community of that game.

We are competitive by nature. We will want to challenge ourselves and others in something we know we are good at. This competitive driven will then also make us interact with the program more and in a way better ourselves in the area of education. Also playing with friends is nice to.

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