Give examples of early video games and modern ones and explain how they work.

Old games:

* Pacman
* Mario
* Donkey Kong
* Tetris
* Zelda

Modern games:

* WoW
* GTA V
* The Division
* The Witcher III
* Rainbow Six Siege

There are many different view angles in games.  
The old games were mostly in 2D, there were two reasons for that.  
Back than the performance of a computer didn’t even come close to a todays Smartphone, secondly the methods of how they develop games were still in development stage too.   
  
Over the years the coding itself becomes easyer as well as the way how they code video games.