

**Final Test: Class Software Engineering**

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# **QUestions-DEVELOPMENT OF COMPUTER GAMES**

1. **If you are to choose one type of computers games like RPG, Arcade, Classic, Strategy and MMORPG, which of them for you is enjoyable to play? Explain and Why?**

**Answer：**For the choice of game, I will choose the strategy game. **On the one hand,** strategy games can provide fun for the game; **on the other hand,** they can also improve thinking ability to a certain extent. Appropriate strategy games play an important role in promoting the development of various aspects, such as the improvement of memory and the mastery of the overall picture. To sum up, playing a strategy game can not only enjoy the fun of the game, but also improve my ability to think independently and control the big picture.

1. **If you are going to develop a computer game, what kind of computer games will you develop? Discuss your answer.**

**Answer：**For me, developing a puzzle adventure game is undoubtedly very challenging and attractive. The reasons are as follows, **First,** the development of puzzle adventure games is very extensive, not limited to one aspect. **Second**, the puzzle adventure game adopts comprehensive development technology, which can easily handle some unexpected events, and the maintenance cost of the server is much lower than that of multiplayer games. **Third**, the operation mode of puzzle adventure games is simple, and it can be operated in the mode of maximizing efficiency. Fourth, puzzle adventure games are in line with the interests and hobbies of most people, and can well meet the public aesthetics.

1. **In your own opinion, do you think you can get something from playing computer games? Explain why.**

**Answer：**Nowadays, apart from simple entertainment, computer games have become a competitive sport. Just like the popularity of basketball, many people around the world are paying attention to the game. Games not only bring me such simplicity and entertainment, but also bring us a youthful vigor and passion of e-sports, which encourages us to make continuous progress. **First,** the game is no longer a symbol of entertainment, and now the game has developed a complete system structure. **Second**, games, like other industries, can promote the development of a region or even a country. **Third**, games, like sports competitions, carry forward the competitive spirit, and according to the willpower of Jedi to fight back in adversity, bring people infinite hope and response.

1. **What do you think is the future of Computer games? Discuss**

**Answer：**The development of computer games in the future is worth looking forward to, because now the major manufacturers for the development of games continue to optimize and enrich, so that both from the screen and experience are thriving development trend. In my opinion, computer games will have the following development trends in the future:

**First, Indies try to get players to "move"**

The kids played Alistair Aitcheson's motion-sensing game, Dot, Dot, at the Nottingham Game City Festival. More and more independent developers are experimenting with microprocessors, such as RFID (radio frequency identification) and NFC (near field communication), and other operations.

Making toys to go with or around games is not limited to publishers like Activision and Disney; 3D printing is getting cheaper, making it easier and cheaper to make dolls. The growth of companies like Sandbox has made it easier for game developers to create and distribute game-themed doll models, and Amazon has launched its 3D printing store for consumers.

**Second, the line between gaming and social media has blurred**

Alphabet is a mobile puzzle game that skillfully integrates social sharing mechanism into game design. This will become more and more common.

We've seen a lot of virtual game worlds, like Moshi Monsters, Club Penguin, that need to operate on both games and social networks. But a new generation of games can create more dynamic social experiences through bandwidth and social enhancements. As people work together, Minecraft has become a preferred way to meet and communicate with friends, as Destiny and The Crew have emphasized socialization, sharing, and connection between players. Upcoming co-ops are more likely to be based on social rather than just gaming experiences.

**Third, pay attention to audience experience**

At a time when Twitch (with an average monthly audience of 120 million) and popular YouTube anchors are becoming increasingly popular, thinking about how to make games both fun and good looking is becoming increasingly important for developers. "Statistics show that compared to how much time players spend playing games and watching video games, the percentage of time spent watching video games is increasing rapidly." Says Ian Baverstock, the founder of Chilled Mouse, a small publisher with lots of business experience. "It's like MTV in the music industry, all of a sudden you need something people want to watch. Over the next 18 months, we'll see more developers break into this space and target their games specifically to YouTube hosts and viewers.

**Fourth, the commercialization of VR and AR**

Virtual headgear like the Oculus Rift could revolutionize the way players experience the interactive world

Discussing the ubiquity of VR devices, SONY's Dave Ran yard said at the conference, "The question is when." During the developer conference, the "Development Day" was mostly about VR games. Almost all the mainstream headgear is here: HTV Vive will be launched in December, Oculus probably in February 2016, and Morpheus will follow in the second quarter of 2016. Microsoft's VR device, HoloLens; Google is preparing Magic Leap. In addition, there is already a large developer community, and the relevant trial-out technologies, the removal of technical barriers, and the design of specifications will create completely new game experiences. Big distributors like Ubisoft have also stepped up their research in this area.

For developers, major game companies are starting to offer their own VR apps in a big way, which will bring huge profits to the game market.