1：

Good morning, Mr. Jeff. My name is Yang mengheng, from software engineering class 1809, my student number is 8002118240. It's 10:30 a.m. on July 1st, 2020, and I'm going to start my final homework introduction. There are three members in the whole team. As the core of the team, I undertook most of the work of the final assignment, mainly the design of PPT, which connects the bridge of the whole team. The team topic is the development of computer games. Next, I will enter the introduction of PPT.

2：

The whole ppt consists of four parts. The first part is an overview of the development history of the whole game industry. The second part focuses on the introduction of RPG Games. The third part is about game development and programming. The fourth part is the prospect of future game development.

To add here, games do not only include RPG Games, there are many kinds of games. After discussion within our group, we decided to introduce RPG Games separately, in order to better reflect the development process of the game.

3：

Next, let's take a look at the basic history of game development.

4：

A game media writer named Cicero said: "Anpolyphenol" is a gift given by God to human beings. All games are designed to bring happiness to human beings. Video games are a new form of bringing happiness to human beings with the emergence of computers.

So what’s the history of the development of game like?

5：

In 1947, The first video game appeared in the world whose name is CRT entertainment device.

And in 1971, The first commercial video game appeared in the world whose name is Cyberspace.

Then form 1983-1986, it’s the age of Nintendo's rise.

After that, from 1987-1990, This is a 16 bit host era of hegemony.

And then form 1994-1998, This is an era of 32-bit mainframe competition and Sony's rise.

Finally, in twenty-firtst century, the three giants carve up the entire game market.

So far, the history of video games is basically as shown in PPT.

But this is not specific enough. Let's take a look at a famous video game ancestor in the game industry!

6：

From a 25-year-old young man to start his own business, "yadali" is just after the birth of microprocessors, but the first microcomputer "Altair" has not yet been born. At first, only 12 sets were produced, and table tennis games were simulated with simple point and line interface, laying the ancestor status of arcade.

Yadali has led the development of the video game industry, and it is a worthy ancestor of video games. let's take a look at the video game machines.

7：

video game machine mainly include console, arcade, handheld, personal computer.

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With so many kinds of games, I can't help but wonder what kind of games are most popular? Let's explore it!

8：

Wow, Mario first, Pokemon second, Tetris third! These three games are classic games, I have played many classic games when I was a child! Mario deserves to be number one! Classic of classics! It's exciting, isn't it?

Ok, Let's take a look at the types of games.

9：

The game mainly includes four categories on PPT, they are

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10：

These games run through our lives. No matter what kind of game, there is always one you like. RPG game is my favorite game. So what’s the RPG game? let’s take a look.

11；

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12：

For example, The world's first open World RPG-Ulitima

Ok, let’s go next.

13：

Video games are mainly divided into the following five categories:

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After understanding the classification of game playing methods, what are the game carriers? Is it all computer games?

14：

No, not that. Game carrier mainly includes the following three sections:

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Next, Let's learn more about various game carriers

15：

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16：

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17：

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19：

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20：

read ppt.

Ok, These are the main types of games, and then enter the game programming phase.

21：

Let’s see what’s about Development of Game programming.

22：

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The first is assembly language, then the game development from C language, C + + language, and then to Java language, which reflects the rapid progress of computer science and technology, but also reflects the development of the game from the side.

23：

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Ok, let’s take a look at what C + + programming games are.

24：

What is the game developed by C + + language?

25：

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26：

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27：

read ppt

28：

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29：

read ppt

Alright, Game programming is almost over. Let's look into the future of the game!

30：

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31：

read ppt.

let’s take a look for what’s VR and AR.

32：

left is VR, right is AR.

Are these technologies exciting? Let's see what the nearest video game machine looks like!

33：

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34：

read ppt.

35：

Wow, there are so many excellent game works, it's really exciting! I like the biochemical crisis series best!

36：

read ppt.

37：

read ppt