

## **Level 1: Quick Recall**

**Game:** *The Legend of Zelda* (1986)

**Primary Genre:** Action-Adventure

**Event:** The rise of “LAN Parties” for multiplayer gaming

**Era:** 1990s – PC Rise / Late 16-bit Era

## **Level 2: Analytical Byte**

(Choice A)

3D graphics allowed FPS games to become more immersive and story-driven. Half-Life (1998) used fully 3D environments to integrate narrative into gameplay through scripted events and interactive spaces, redefining the FPS genre beyond simple shooting

## **Level 3: Design & Influence Deep Dive**

### **1. Technological Advancement**

Real-time 3D engines and better hardware made large open worlds (GTA III) and online games (World of Warcraft) possible.

### **2. Community Trend**

World of Warcraft used the growth of online communities, especially guilds, where players work and play together.

### **3. New Game Idea**

**Concept:**

An online open-world action game.

**Idea:**

Players explore a big city freely like in GTA III while playing online with others like in WoW.

Players can team up, do missions together, and affect the world.

**Genre:**

Online Open-World Action RPG