

What is a Video Game

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Introduction to Game Design & Development



Figure 1: (a) Different platforms about video games (b) Video games in US (c) Different video game consoles from left to right: Sega Dreamcast, PlayStation 2, Nintendo Gamecube, and Xbox

ABSTRACT

In this sample paper, Video Game will be discussed. From the first device which support video games to division of today's video games. The following article will introduce platform, especially consoles. We would introduce different companies' consoles such as Nintendo and software, and their core of design as well. The different classifications also should be introduced. By carrier and methods. Besides, discussing development of video game is necessary. Telling what is development and its history. Basing on recent tendency of Chinese app, we would discuss the requirement of developer. understanding designing of production, giving the plan about user experience, testing are the basic requirements.

Key words: consoles , classifications , development of video game

1 What is a game

A video game is an electronic game that involves human interaction with a user interface to generate visual feedback on a video device such as a TV screen or computer monitor.

In 1971, Computer Space, created by Nolan Bushnell and Ted Dabney, was the first commercially sold, coin-operated video game. The home video game industry was revitalized shortly afterwards by the widespread success of the Nintendo Entertainment System, which marked a shift in the dominance of the video game industry from the United States to Japan during the third generation of consoles.[1]

Also, video games needs platform. The term "platform" refers to the specific combination of electronic components or computer hardware which, in conjunction with software, allows a video game to operate.

A video game, like most other forms of media, may be categorized into genres. Video game genres are used to categorize video games based on their game-play interaction rather than visual or narrative differences

2 Platform

In the past player only can enjoy games on computer. With the improvement of the technology, many company believe that only playing on a professional device can make games more fantastic.

The platform can be simply thought as a special device that contain a lot of games. It use console to connect normal output terminal such as, for most time, TV screen or PC screen. Different consoles are developed by different game company. And usually run only games design for them or their companies' games.

Any company have their own standard to divide console. Some older company like Nintendo already have seven generations, are fc, sfc, vb, n64, ngc, wii, wii-u. However, Software, a famous company, which in recent year began to develop console only have two generations, are x-box one, x-box 360.

Of course, different consoles focus on different aspects. Comprehensiveness, quality of graphics, wonderful human-computer interaction, networking against etc.

For example, XBOX , in the beginning of design, was conceived have following strength, media application, media player, cloud synchronization saving, monopoly game, backward compatibility and etc.



Figure 2: Differences between two most famous consoles x-box one and playstation4(ps4)

3 Classifications

According to different view of game can divided into many style. Here are two method to classify games.

According to carrier, game is divided into video game console, PSP, arcade, computer game(including website game, client computer game), mobile phone game(including tablet).

According to method to play, game is divided into ACT(Action Game), STG(Shooting Game), FTG(Fighting Game), AVG(Adventure Game), SLG(Simulation Game), RPG(Role-playing Game) etc.

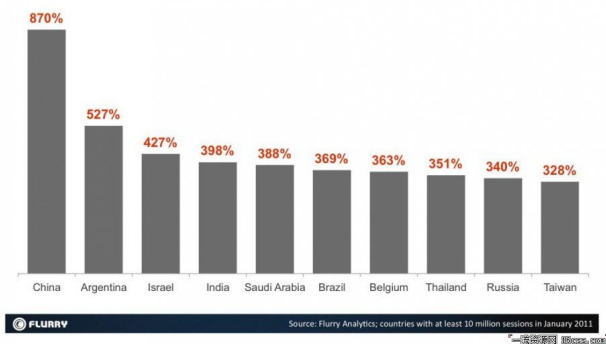
4 the Development of Video Game

The first video games were developed in the 1960s, but required mainframe computers and were not available to the general public. Commercial game development began in the 1970s with the advent of first generation video game consoles and home computers. Due to low costs and low capabilities of computers, a lone programmer could develop a full game. However, approaching the 21st century, ever-increasing computer processing power and heightened consumer expectations made it difficult for a single developer to produce a mainstream console or PC game.

Video game development is a computer and mathematics-heavy field that spans the entirety of the many aspects involved in creating a video game. This includes everything from conception and storyline to graphic design and programming. [2]

With Great WW Growth Potential

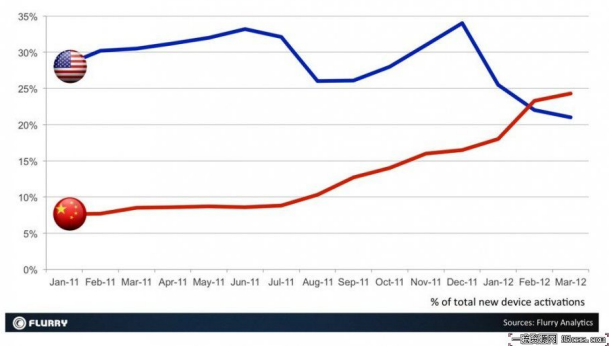
App Session Growth by Country, FY 2011



(a)

Go East!

CHINA OVERTAKES U.S. AS TOP COUNTRY IN NEW DEVICE ACTIVATIONS



(b)

Figure3: (a)Growth Potential (b)The amount of the activation of the new equipment

However, as popularity of APP.. It is a tendency in China that developer willing to design games which just need several people even just one. Thus, game developer would like to pay more attention on this rather than developing a big game.

For most of time a developer need to possess such abilities.

First, understanding designing of production. Who are the app game users? What kind of benefit can user have?

Second, giving the plan about user experience. What is the usage scenario? What is the core function? What style should be? Which is the health-care function? Finally, draw out the UI.

Third ,testing.

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