

The “Video Game”

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Introduction to Game Design & Development

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The article is based on work to support Introduction to Game Design & Development module.

Introduction to Game Design & Development (2016/17)

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I. The Definition of game



Open 《Ci Hai》 we see the game is such defined: “Game is get pleasure as the main goal directly and must have a subject to participate in interactive activities”.[1]

According to the above views, it can be concluded that the game is based on the premise of voluntary and free for the purpose of obtaining happiness and self-sufficiency, and has a certain rules of behavior.

Video games, in essence, is a highly interactive system, but the premise of the realization of the interaction is based on audio-visual media interface. Games, plays and films, are a comprehensive art and a technology into the higher level of integrated arts. However, there are fundamental differences between games and movies. The game is based on computer operation platform, through the form to realize human-machine interaction, is able to reflect the current computer technology high levels of a new form of entertainment.[4]

II. The origin and development of the game

The original way of the game is a non antagonistic, friendly physical and skill competition. With the development of the times, the game evolved from a simple physical activity to a combination of physical and mental. After entering the era of science and technology, more and more high-tech means have been

applied to the entertainment industr. Eventually the computer can replace the original role which must be assumed by the human.[2]

For example, after the popularity of the TV, the game through the TV game machine to enter the family (Console game). With the development and popularization of the home computer, the game has entered the computer (PC game). With the development of the network, the game has entered the network world (Online game).[6]

The history of computer games can be traced back to the "space war (Spacewar!)" which was run on PDP-1 in 1961. It was the first interactive game on the computer. To mid 1980s, the game type is also rich, in addition to the traditional adventure, action and shooting game, also appeared in the role of play, strategy, war and sports and other styles of different games.

In the early 1990s, the large storage space and multimedia technology of the compact disc allows game developers to join a large number of exquisite pictures, animations and beautiful music in the game.[7]

III. The types of game

3.1 The action class



Action games (or "fight" game) especially depends on the coordination of hand and eye, rather than the story or plot. Such games are

usually required to move quickly and respond quickly. The most popular type of action game is the 3D shooting game developed by the first person view of PC. In addition, the martial arts games such as Namco company's Tekken series, Midway company's Mortal Kombat series and follow the perspective of game (such as Eidos Interactive company's Tomb Raider series).^[3]

3.2 The strategy class



Strategy games emphasize logical thinking and management. Such games usually pay attention to the allocation of resources and time, the players need to play by the rapid action and the corresponding role to achieve the leading position. The organization and implementation of tactics is very important, and the production of the game usually allows the player to control the use of the strategy and issued a command. Such games have Blizzard company's StarCraft and Ensemble Studios company's Age of Empires.^[3]

3.3 Adventure



The main mode of adventure games is to

allow players to explore and solve the problem in travel. This kind of game usually has a linear development story plot as the main line, you will be an explorer, through the role of interaction and the use of items to complete a major task. In this game, you will find some traces of the action game. Such games have LucasArts company's Grim Fandango and Broderbund company's Myst or Riven.^[3]

3.4 Role-playing



Role - playing games and adventure games are similar, but more dependent on the role of growth and development, dialogue and strategic combat, rather than solve the problem. A large number of large-scale search activities and unreal world with non - actor characters are very common, and the story line is not always as linear. Such as Blizzard company's Diablo.^[3]

3.5 Sports

A sports game is a player who plays an athlete or a sports team by manipulating control. In this game, the authenticity of the game is very important, but also need to have a very fast response speed and strategic and tactical arrangements. The following are some of the popular sports games: Electronic Arts company's NHL series, Acclaim company's WWII Warzone, Sierra Sports company's PGA Championship Golf.^[3]

3.6 The simulated class

Simulation game game player to play an animate or inanimate objects realistically. In

most cases, in the first game player said under or in the three-dimensional perspective such as aircraft, tanks, helicopters, submarines and other renewable machine plays a game player. Such as Jane company's Combat and Simulations company's WWII Fighter.^[3]

included in the project. When players when stabbed the enemy, only to see the picture of the game characters, but can't hear them in cut and cut a voice, stimulation of the game will be greatly reduced.^[5]

IV. Constituent elements

of the game

4.1 Plan

Planning can be said to be the entire game produced for the soul, the main work is the planning and coordination of planning scheme is put forward and the process of making a game, it like in promoting the core of the leadership of the other three characters, controlling the game planning, procedures, and systems.^[5]

4.2 Program

Program is a hidden game quality factors, because the program content is not independent of the performance of the. In the planning, it is necessary to use the computer program to achieve the combination of all aspects of the elements.^[5]

4.3 Art Design

For the players, the most direct contact to is the game screen, the player has no access to the game, they may tend to be attracted to the game gorgeous screen, and to attract players want to play this game. Simply said, for any one game, only to attract the attention of the player's eye, it is possible to quickly be accepted by the players.^[5]

4.4 Sound

In a game, less sound assisted entertainment it eclipsed. In the sound card has become the standard configuration of personal computer today, the sound has become a game must be

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