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Composition and Language II | ENG1020 P01

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**Video Game Inventory**

***Part 1:***

***Places***

Japan

U.S.A

France

Ireland

California

Washington

Montana

GameStop

Malls

***Jobs***

Game Programmer

Game Developers

Game testers

Level Designers

Actors

Character Design

Web Design

***Trends***

Gaming systems

Smart Phones

Sony Technology

Drinking Coffee

Playing Games

Internet Gaming

Smart Phone Gaming

Google Play

***Things***

Controllers

Game systems

Cords

CD’s

DVD’s

Blue Ray

Cases

Gaming Consoles

***Technologies***

PlayStation 3

PlayStation 4

Xbox

Wii

Internet

Desk Top Computers

Laptops

Tablets

Cell Phones “Samsung/Sony/Apple/LG”

***History***

Cold War

Revolution War

Civil War

World War I

9/11 Terroist attack

World War II

Pearl Harbor

Ancient Japanese

Ancient Chinese

Ninjas

Samurais

***Hobbies***

Collecting

Hunting

Kayaking

Gaming

Crafting

Traveling

Boating

Sports

***Controversies***

Religion VS Schools

Gay Marriages

Death Penalty

Bullying

President making changes to the Constitution

Gas Prices

***People***

Nathan Drake

Goku

Gohan

Nicholas Cage

D.Trebor Zluhcs

**Part 2**

When dealing with the Video Game Design and Programming everything has to be taken in to consideration:

∙         What country is this project for?

∙         Which laws need to used for designing?

∙         If making games, than finding out who the targeting audience is by gender, age range and what is most popular for that target.

∙         Which kind of people will your company be dealing with for actors and background effects?

∙         How each level will play in the game?

∙         What kind of characters need to be interested to play as?

∙         Make sure to use different languages for people who don’t only speak English?

∙         Where and when the game will take place and if it will be based on reality or fantasy?