GA3331 – Week 5 - Quiz

### What is the one thing that Big Huge Games, Insomniac, Bioware, and Ubisoft felt went right during development?

1. Crunching
2. Making Prototypes
3. Making E3 Demos
4. Lots of producers
5. All of the above

### Circle two things you can save when you prototype.

1. Time
2. Brainpower
3. Money
4. Dignity

### What is one case in a game where paper prototyping would not have helped as much?

1. Rise of nations – Mixing real time strategy with turn based
2. Prince of Persia – Mimicking fluid player movement
3. Ratchet and Clank – Weapons
4. Splinter Cell – Porting to the PS2
5. All of the above

### Which of these materials can be used for paper prototyping?

1. Counters
2. Tokens
3. Boards
4. Cards
5. All of the above

### What was one of the biggest inspirations to Katsuya Eguchi creating Animal Crossing?

1. He felt like animal crossing could be more like Farmville
2. Animal crossing was intended to be a competitor to pokemon
3. Katsuya wanted a more hardcore game for his friends to play
4. Most games were too hard, he wanted something accessible to others.
5. All of the above