Wargames

Poly

Team4

1. The Cold War drives the plot in many ways. The threat of MAD (mutually assured destruction) is the resolution. Joshua realized that neither side could win if a launch was assigned from any side of the Cold War. The US and the USSR did not attack each other in reality because they knew that this fact would be true. Soviet threat causes the technology to become the main focus of the military and it becomes progressively complex.
2. To people now the technology was very primitive. With new and updated technology, the old computers, typewriters, and telephones will never be admired by us again. Because the updated versions have influenced us to never turn back, we feel superior to those who like the old ways. Having to dial-up for connections is backwards to our search engines.
3. The military needs industrial and updated technology to compete with the Soviet Union and the Cuban Missile Crisis. Also, the military needs technology to track and be aware of the use of illegal and legal hacking.
4. The WOPR, which had an improvement over humans, predicted the future in a very scientific and precise way. The WOPR will be considered as the antagonist because it was Joshua, and Joshua was so concerned about winning ‘the game’, that he was going to blow up the world and create World War III.
5. Things that man build will have flaws and will not always be perfect. It will not always be a ‘technological innovation’. It may bring setbacks before actually progressing.