Reviewing Game Design

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Game Design-What is it?

Game Design:

▶ Broad Overview - Ideology Behind the game

▶ Without Game design there is no Game

Considerations:

▶ How it will flow?

▶ Trends & Market research – What gamers want?

Role:

▶ Game Design Perceived differently based on role

Explorational Timeline – Key Title Of each Decade (1960 – 2010)

- 1960 - Space Wars!
- 1970 - Pong
- 1980 – Donkey Kong
- 1990 - Super Mario 64
- 2000 - Halo 2
- 2010 - Fortnite

Timeline - 1960

- Space War Concieved – first classifiable as a shoot em up

Timeline - 1970

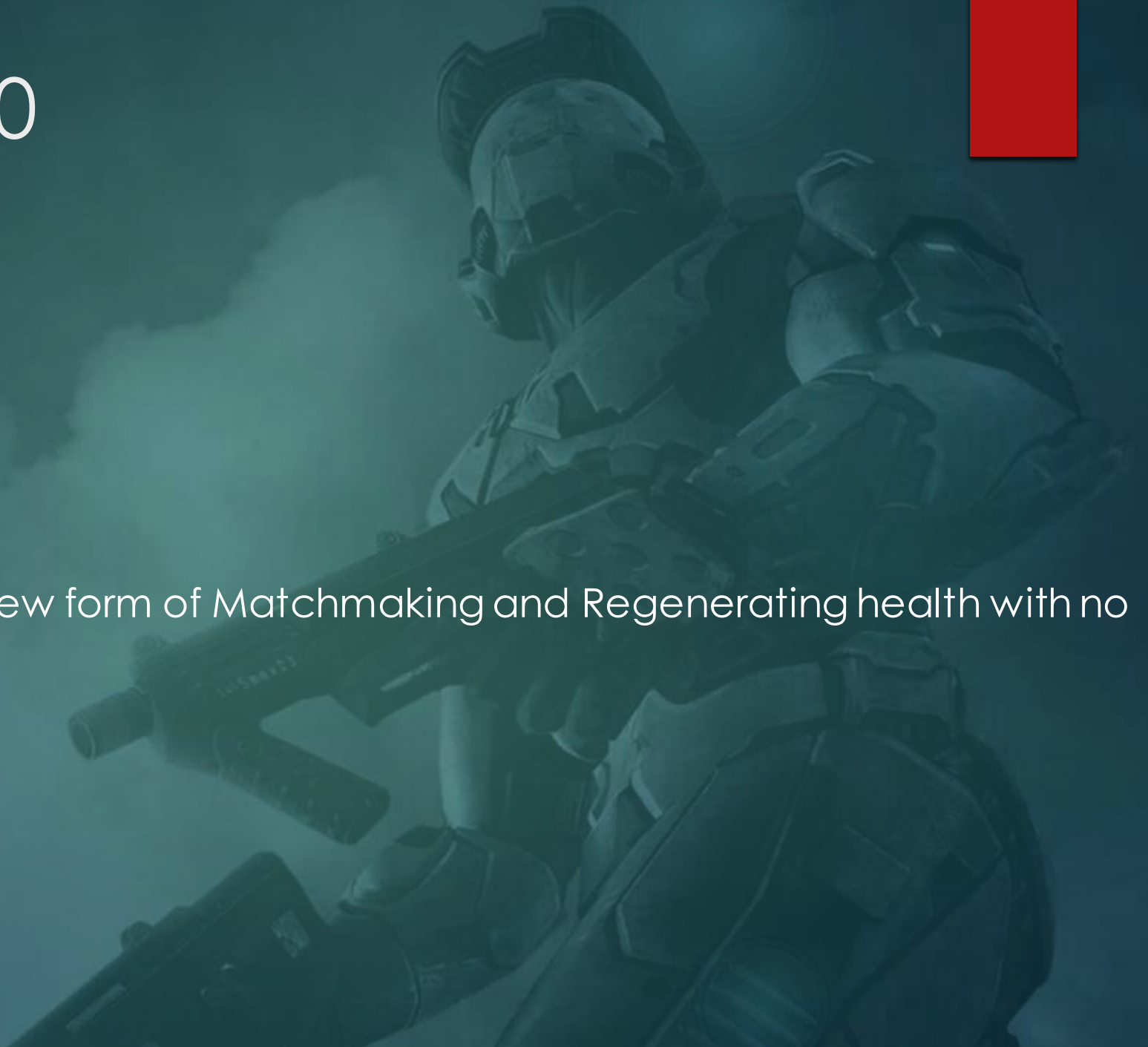- Pong formulated by Allan Alcorn – first commercially successful game

Timeline - 1980

- Donkey Kong- Kickstarted Shigeru Miyamotos Career and solidified Nintendos position.

Timeline - 1990

- Super Mario 64 – Revolutionary 3D open ended free roaming worlds

Timeline - 2000

- Halo 2 – Introduced new form of Matchmaking and Regenerating health with no health packs.

Timeline - 2010

- Fortnite – Cultural Phenomenon, 200 Million player count, Millions of revenue earned monthly

Conclusion

Industry evolution

- Game designs evolved

- More to consider and Higher expectations

- Linked to enhanced technological breakthroughs

- Industry Growth and Competition

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