My option on the value of 2d games and their developmental challenges is quite simple. I think for the developers entering the video game market (indie developers) 2D games are essential. They offer proven concepts and genres that are popular and easy to implement. They have a much better chance of taking off in the market then 3D games are. The basic platformers and other side scrollers while common and almost over done offer a wide verity of different concepts that could be mix and matched to provide a entertain game. 2D development is also going to be easier and quicker than 3D development as there is less to worry about, art assists are easier to create and modify. That isn’t to say that there won’t be any difficulty, creating any type of art asset will take time and effort. The basic programming though is going to be simpler and not require complex engines to drive as 3D art will. In terms of how critical 2D graphics are today they play an important role as they do not require as much processing power to drive as 3D graphics would add in the fact that control schemes . This aspect makes them far more adaptive to the emerging mobile environment then 3D graphics do. The fact that 2D graphics have all but driven the emerging mobile gaming environment not withstanding a good majority of the popular games out there on PC and other platforms are 2D games. In regards to my future career, since I have no real desire to go into the video game industry and am just taking this degree path to expand my knowledge of software development and the associated fields, I don’t see a big Impact in the 2D graphics area for my field, that of Software development for applications. That doesn’t remove the fact that I understand and have stated above that I believe that 2D graphics are a must for any person looking to enter the Indie game field.