Game Design Process Quiz

Question 1

What makes games UNIQUE over film and books?

**Games can take you away to a wonderful place and there let you do an amazing thing.**

Question 2

Which of the following is NOT in the primary list of things that a game designer does, as we defined in class?

**Translate.**

Question 3

The first thing to consider when making a game is:

**The target audience.**

Question 4

One of the most significant differences between players and how they engage in games is:

**Play style (core vs. casual)**

Question 5

What is NOT derived from or represented in the Design, Play, Experience framework?

**Technology is the most important factor to consider in game design.**

Question 6

The term game platform refers to?

**The computing hardware and operating system.**

Question 7

All of the following can be considered game technology EXCEPT:

**Game players.**

Question 8

On a small team (less than 5 people), the primary game development roles are all of the following EXCEPT:

**Producer.**

Question 9

The more people you have on a game development team, the more likely you are to have people filling much more specific roles.

**True.**