1. List games that failed due to example failures…

Market driven-

Designer driven-

Licence driven-

Technology driven-

Art driven-

1. Use Super Mario 3 to answer the following:

2a. Using Mario 3 as example, detail game concept/genre, technical structure design, game system design, player interaction, audio design, target audience, key characters, hardware platform(s), and game world design.

Concept-you are Mario, a plumber trying to save a princess by figting his way through platformer-style levels. You must defeat Bowser

Genre-Adventure/Platformer

Controls-left, right, duck, jump, tail spin, fireball, statue, Super jump, fly, pick up shell. That’s all I can remember.

Designed for Nintendo

Funky 8bit music

Mario/Luigi/Princess/Bowser

Platformer design, different levels within worlds.

2b. discuss considerations that SM3 designers must have used when making the choices that led to the creation of the game.

They must have decided that it was a good choice due to the popularity of the previous francize success.

2c. Discuss modifications you would make to the game if it were to be designed today, and justify rationale.

I would make the game have available purchases to boost your character. I think thast people would pay because they stil;l love the francize.

1. Now, detail the game concept/genre, technical structure design, game system design, player interaction, audio design, target audience, key characters, hardware platform(s), and game world design. For the game BACON BITS(shown on page 56).

Bacon bits-

Concept: You are a gun shooting bacon. Look out for the bits. You only have 3 lives. Get a high score

Control: Left, right, shoot

Player interaction: one player

Target audience: Bacon lovers, nostalgic games, kids(3-10)

Key characters: Gunner(player), The bacon

Hardware: Atari

World: bacon outer space