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.

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

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

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).