Name: Peter Zeng

Course: ICS4U

Date: 19 April 2018

Computer Science: Game development

The most interesting career is Game Designer. Personally, I like playing games for relaxing my pressure. Since I played the games a lot in my childhood, the interest of games for career occurred at that time. The programming is one of the technical and unique skills for Game Designer as one part of the computer science, so I want to do my best on practicing my programming skills, and make life easier with working in a interesting work, in order to bring happiness around this world.

Speaking of the game’s influences, I saw a video before in youtube called “Women as Background Decoration”.when it noticed about the race of black women, it get a conclusion that most of the movies of black women were basically both acted like the black aunt in the movie ------ “*Gone with the Wind”.*

*The media from this society often make an excuse of reflecting the reality of the nowadays society, s*o they like to express people’s concept of solidification in reality. On the other hand, this kind of expression deepen those solidified concepts, make the group awareness even worse than before, and further restrict the Vulnerable Groups of acquiring the chance of equality.(guilty feeling of game designers, and the bad effect to this society)

There also have some information of Nintendo growth, “ Nintendo is one of the world's largest [video game companies](https://en.wikipedia.org/wiki/Lists_of_video_game_companies" \o "Lists of video game companies) by market capitalization, creating some of the best-known and top-selling video game franchises, such as *[Mario](https://en.wikipedia.org/wiki/Mario_(franchise)" \o "Mario (franchise))*, *[The Legend of Zelda](https://en.wikipedia.org/wiki/The_Legend_of_Zelda" \o "The Legend of Zelda)*, and *[Pokémon](https://en.wikipedia.org/wiki/Pok%C3%A9mon" \o "Pokémon)*. Founded on 23 September 1889 by [Fusajiro Yamauchi](https://en.wikipedia.org/wiki/Fusajiro_Yamauchi" \o "Fusajiro Yamauchi), it originally produced handmade [hanafuda](https://en.wikipedia.org/wiki/Hanafuda" \o "Hanafuda)[playing cards](https://en.wikipedia.org/wiki/Playing_card" \o "Playing card).”(The research of basic information from Wikipedia)

This is a development of Nintendo, we can see that it made hand cards for pure fun at first, the toy designing is the first thing it did, so this is the reason why Nintendo can bring the fun.

Sometimes, we must consider about why we’re playing games, how the computer science influences the games, and also how fun the game is, the higher technology the programmers have. There’s a phenomenal problem that happened in current China that every student or the peoples who were in an age range of 0 to 30. They addicted in charging their money in a virtual game world, and never comes out for the meeting with friends or their families, This caused a lot of issues that students or teenagers didn’t want to go schools or works. I think the Nintendo did a very good job that it made players have pure fun for the games. With comparing of the gaming companies, such as Tencent, NetEase or some others companies who have the game trade, they both did really bad in making younger peoples for In-app Purchase. The worst thing is that I heard a news from Chinese CCTV channel, a young boy charged nearly one hundred thousand in on the game, I got shocked at that time from the news. So go back to the topic of Game Designer, A Game Designer needs to make games for pure fun. So it’s bad that only get purpose on making profits from games. Although the companies in any careers are making profits, it is not an excuse for only profits. Even if they only have poor computing skills, it is still not an excuse that they can’t make any games with fun.

“ NetEase has announced beta testing for their game FortCraft, which looks like a shameless Fortnite ripoff, also shamelessly announced on the day that[Fortnite for mobile opens beta testing](http://toucharcade.com/2018/03/12/fortnite-ios-invite-battle-royale-free/). Seriously, there's no way to beat around the bush on this one. NetEase already made several PUBG-inspired games (Rules of Survival [[Free](http://toucharcade.com/link/http://phobos.apple.com/WebObjects/MZStore.woa/wa/viewSoftware?id=1307961750&mt=8)] being the most popular of the three or four), but it sure seems like as Fortnite started to take over the world, they began work on a cartoon-y battle royale game with building elements. And well, if Epic announces Fortnite for mobile, you better get that beta announcement out ASAP. ”

“ That, combined with opening up testing hours before Fortnite starts its testing, is hilariously blatant. Having played FortCraft, let me assure you: it's basically Fortnite. They implemented the building controls well enough, and I like the one-tap fort building button, but seriously, it's obvious just where FortCraft's inspiration lies. And when there's going to be real Fortnite to play, why play FortCraft instead? ”

According to this news from NetEase of its game, “FortCraft” was copied from Fortnite that almost every part of modeling, characters, and backgrounds were copied by NetEase. It is common for China of Game career that they don’t have enough computer science skills for supporting their games. So I want to achieve my goals on doing the unique games for China in the future, and adjust their prejudice of “Chinese games without creative things”.

The resources form:

Wikipedia

Youtube

http://toucharcade.com/2018/03/12/fortcraft-is-neteases-shameless-fortnite-ripoff-now-available-for-beta-testing/)