

Game Development Essentials An Introduction



Chapter 1

Historical Elements

how did we get here?

Key Chapter Questions

- What are the significant milestones in the history of electronic game development?
- Who are the pioneers in game development, and how did they contribute to the industry?
- How did the game industry evolve from coin operated electromechanical and mainframe computer games of the '60s to today's console, personal computer, online, and mobile industries?
- What factors contributed to the video game slump of the early '80s?
- Why did certain game companies and game titles succeed during game development history—and why did some fail miserably?

Before the Arcades



Military Bases



Educational Institutions

Game Industry Origins

- **SEGA**
- **Atari**
- **Magnavox**
- **Nintendo**
- **Coleco**
- **Activision**

The Arcade Phenomenon

The First Cabinets



Computer Space



Pong

The Arcade Phenomenon

Early Arcade Hits



Pac-Man



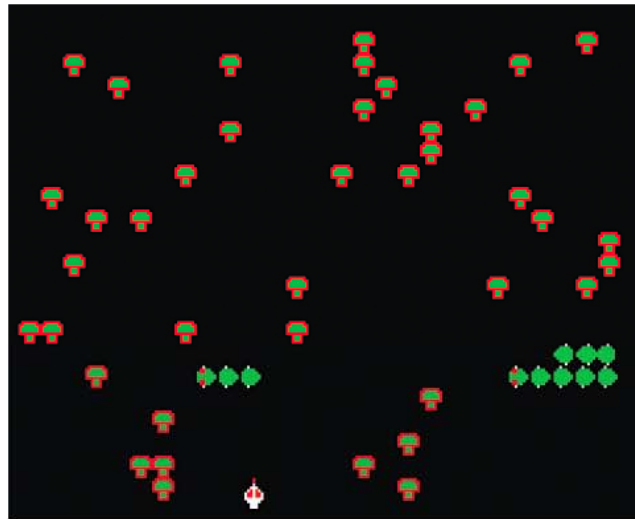
Donkey Kong

The Arcade Phenomenon

Arcade Screen Evolution



Space Invaders



Centipede



Xevious

The Birth of Console Games



Atari VCS/2600



Mattel Intellivision



Colecovision

The Video Game Slump

- Temporary decline
- Oversupply
- Lack of innovation
- Competitive pricing
- Personal computer revolution
- Console arcade games
- Economics (coin-op)

A New Golden Age



**Nintendo Entertainment
System (NES)**



**SEGA Master
System (SMS)**



**Sony
PlayStation**

Senate Hearings & Video Game Violence



The Personal Computer Revolution



IBM (International Business Machine) was not made for gaming



Apple II was made with the player in mind



Commodore 64 competed successfully with Apple

Multiplayer Meets the Online Elite

- PLATO
- MUDs
- CompuServe
- QuantumLink (AOL)
- GEnie
- LAN-based games
- Online games

Convergence Industry Segments Come Together



**Sony
PS2**



**Microsoft
Xbox**



**Nintendo
GameCube**

Example of convergence: The “Big 3” console makers have either linked their systems to the online world or have made them multipurpose entertainment machines (rather than single-purpose game machines).

Summary

- Before the arcades
- Game industry origins
- Arcade phenomenon
- Birth of console games
- Video game slump
- New golden age
- Senate hearings & video game violence
- Personal computer revolution
- Multiplayer meets the online elite
- Convergence: Industry segments come together