

GAME DEVELOPMENT ESSENTIALS
An Introduction (2nd Edition)
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MIDTERM REVIEW

Know these concepts:

1. Phases in the history of the electronic game industry
2. Different types of game platforms
3. Significance of US vs overseas game market
4. Features of specific game genres (know your acronyms – MMOG, RPG, RTS, FPS)
5. Significance of Bartle's "players that suit MUDs" (spades, clubs, hearts, diamonds)
6. Different types of game player modes
7. Different types of game time intervals
8. Motivating factors in playing games (also – think of what motivates *you* to play)
9. Game goals and applications *other* than pure entertainment
10. Strategies and challenges used in games (also – think of what challenges appeal to *you*)
11. Difference between games and other forms of entertainment (such as film)
12. "Non-linear" storytelling in film
13. Difference between casual and hardcore game markets
14. Features of character types and archetypes (including generational) and how they are applied to games
15. Features of game story and character development
16. Significance of 1st vs 3rd-person point-of-view
17. Interactivity modes
18. Zero sum vs non zero sum games
19. Static vs dynamic balance
20. Relating challenges to game goals/objectives
21. Plot techniques and how they're applied to games
22. Elements of character triangles and arcs
23. Forms of character development
24. Elements of a character description

Know these terms:

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| 1. genre | 9. extrinsic knowledge |
| 2. platform | 10. perfect information |
| 3. high concept/premise | 11. imperfect information |
| 4. backstory | 12. transitive relationship
(linear/hierarchical) |
| 5. synopsis | 13. intransitive relationship (rock,
paper, scissors / circular) |
| 6. victory conditions | 14. game ratings |
| 7. loss conditions | |
| 8. intrinsic knowledge | |

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| 15. Prisoner's Dilemma | 25. psychographics |
| 16. tragedy of the commons | 26. cut-scenes |
| 17. player mode | 27. cinematics |
| 18. time interval | 28. modding |
| 19. monomyth | 29. machinima |
| 20. Hero's Journey | 30. scripted events |
| 21. Hollywood 3-act structure | 31. protagonist |
| 22. pathing | 32. antagonist |
| 23. geographics | 33. player character/avatar |
| 24. demographics | 34. non-player character (NPC) |

MIDTERM SAMPLE QUESTIONS

- You are investigating a series of murders, collecting clues and solving riddles connected to the crimes along the way. Your goal is to recreate what happened in order to solve the crime. What matters in this game is not your character (who is nameless and faceless)—but the story that unfolds as you continue to get closer to the truth. What type of game are you playing?

a) action	b) puzzle	e) simulation
b) adventure	c) role-playing	f) strategy

ANSWER = b
- List and define each of the 4 types of players (“players that suit MUDs”) identified by Richard Bartle – co-developer of the first MUD.

 - a) hearts – socializers [enjoy interacting with other players]
 - b) clubs – killers [enjoy manipulating other players]
 - c) diamonds – achievers [enjoy manipulating the game world]
 - d) spades – explorers [enjoy interacting with the game world]
- What is the difference between local and LAN-based play?

Local play involves two or more players sharing the same machine, and LAN (local area network)-based play involves two or more players sharing the same network (but playing on different machines).