Game Development Essentials: An Introduction

Third Edition
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 game development *pioneers*, and how did they contribute to the industry?
■ How did the game industry evolve from coin-operated electromechanical and mainframe computer games of the 1960s to the console, personal computer, online, and mobile industries of today?
■ What factors contributed to the *video game slump* of the early 1980s?
■ Why did certain game companies and titles succeed during game development history—and why did some fail miserably?
Before the Arcades

The first electronic games were played at military bases and universities.
The Arcade Phenomenon

*Computer Space*
The Arcade Phenomenon

*Pong*

Atari Interactive, Inc.
The Arcade Phenomenon

**Asteroids**

Atari Interactive, Inc.
The Arcade Phenomenon

*Galaxian*
The Arcade Phenomenon

Pac-Man

Namco Bandai Games America Inc.
The Arcade Phenomenon

*Donkey Kong*
The Arcade Phenomenon

Tron

leighjevans (Photobucket)
The Birth of Console Games
Atari VCS/2600

Atari Interactive, Inc.
The Birth of Console Games
Mattel Intellivision
The Birth of Console Games

Colecovision

Mattel, Inc.
The Video Game Slump & a New Golden Age

Nintendo

NES
Nintendo

Game Boy
Nintendo
The Video Game Slump & a New Golden Age

Sega

Sega Master System

Sega

PlayStation

Sony Computer Entertainment America
The Video Game Slump & a New Golden Age

The “Big Three” Console Wars

PlayStation 2
Sony Computer Entertainment America

GameCube
Nintendo

Xbox
Reprinted with permission from Microsoft Corporation
The Personal Computer Revolution
Mainframes & Text Adventures

Will Crowther

```
PAUSE INIT DONE statement executed
To resume execution, type go. Other input will terminate the job.
go
Execution resumes after PAUSE.
WELCOME TO ADVENTURE!! WOULD YOU LIKE INSTRUCTIONS?

SOMEBEWHERE NEARBY IS COLOSSAL CAVE, WHERE OTHERS HAVE FOUND FORTUNES IN TREASURE AND GOLD. THOUGH IT IS RUMORED THAT SOME WHO ENTER ARE NEVER SEEN AGAIN, MAGIC IS SAID TO WORK IN THE CAVE. I WILL BE YOUR EYES AND HANDS. DIRECT ME WITH COMMANDS OF 1 OR 2 WORDS.
(ERRORS, SUGGESTIONS, COMPLAINTS TO CROWTHER)
(IF STUCK TYPE HELP FOR SOME HINTS)

YOU ARE STANDING AT THE END OF A ROAD BEFORE A SMALL BRICK BUILDING. AROUND YOU IS A FOREST. A SMALL STREAM FLOWS OUT OF THE BUILDING AND DOWN A GULLY.
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The Personal Computer Revolution

Apple II

Apple Computer, Inc.
The Personal Computer Revolution

Commodore 64
Multiplayer Meets the Online Elite

PLATO

Spacewar!
Multiplayer Meets the Online Elite

MUDs

Dr. Richard Bartle

Narrow road between lands.
You are stood on a narrow road between The Land and whence you came.
To the north and south are the small foothills of a pair of majestic
mountains, with a large wall running round. To the west the road
continues, where in the distance you can see a thatched cottage
opposite an ancient cemetery. The way out is to the east, where a
shroud of mist covers the secret pass by which you entered The
Land. It is raining.

*w
Narrow road.
You are on a narrow east-west road with a forest to the north and
Gorse scrub to the south. It is raining. A splendid necklace lies
on the ground.

MUD1
Multiplayer Meets the Online Elite
CompuServe
Multiplayer Meets the Online Elite
Quantum Link

AOL, Inc.

Commodore Software Showcase
+ People + Connection
Commodore Information Network

Just For Fun
Quantum Link
Learning Center

Customer Service Center
The Mall
News & Information

Use up & down arrow keys to make selection and press F1
Multiplayer Meets the Online Elite

GENie

IDT Corporation
Mobile & Handheld Games
Nomadic Culture

Nintendo DS
Nintendo

PlayStation Portable
Sony Computer Entertainment America

Nokia 6110
David Carr (Wikipedia Commons)

N-Gage
Nokia, Inc.
Convergence
Industry Segments Come Together
Convergence
Industry Segments Come Together

Galaxy S2
Samsung

iPhone
Apple

iPad
Apple

3DS
Nintendo

PS Vita
Sony Computer Entertainment America
Summary

- Before the Arcades
- The Arcade Phenomenon
- The Birth of Console Games
- The Video Game Slump & a New Golden Age
- The Personal Computer Revolution
- Multiplayer Meets the Online Elite
- Mobile & Handheld Games: Nomadic Culture
- Convergence: Industry Segments Come Together
- Into the Future