

# Level 3 IT Introduction Day



**There are three challenges to carry out and bring with you in September!**

## **Challenge 1 - Creating Computer Games Timeline**

***Find out three interesting facts about computer games from the following decades:***

Use each Fact section (Fact 1, Fact 2, Fact 3) in the table below to write down about the facts that you have found out. To give you some ideas, the facts can be about the **computer game technology** i.e. computer games platform and what **type of games** were / are / will be available during those decades.

Decade	Fact 1	Fact 2	Fact 3
<b>1970s</b>			
<b>1980s</b>			
<b>1990s</b>			
<b>2000s</b>			
<b>2010s</b>			
<b>2020s and future developments</b>			

**Write a Summary – write your answer in the space below each question**

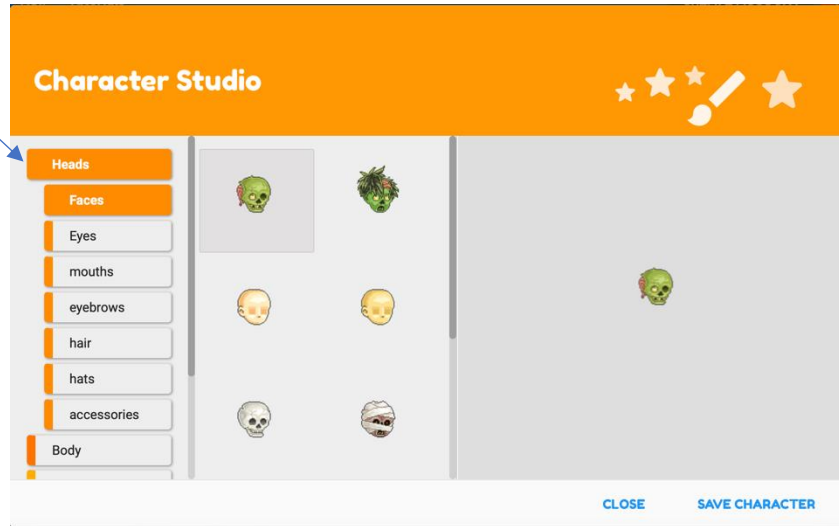
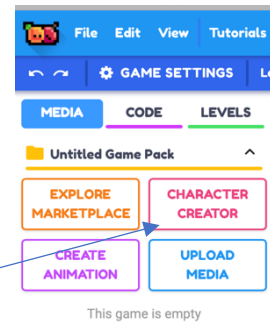
1. What trends were happening with computer games' technology as the decades progressed?
2. How did computer games' graphics evolve over the decades?
3. What was the impact on computer game hardware such as the processor, RAM and graphics card as well as long-term storage?

## Challenge 2 - Design a Computer Game Character

1. Click on the link below

<https://make.gamefroot.com/games/new>

2. Now click on the **Start Making** button.
3. Then click on the computer game **Character Creator** button.
4. Go through each section on the left of the Character Studio window: from head; to adding eyes; and etc... until you have completed your character.



5. Screenshot your character and paste / insert in the space below.

6. Save your Character on the website. Now repeat the Challenge 2 steps 1 to 5 and create an enemy. Place / insert the screenshot of your enemy next to your character. Remember to save your enemy design on the website too.

## Challenge 3 - Computer Game Analysis

Play one of your favourite computer games or access one of the games below via a hyperlink which will take you to the website of the computer game selected.

[World of Tanks](#)

[Magic The Gathering Arena](#)

[Skyforge](#)

[Rift](#)

Once you have enjoyed playing the game, now write about your game within each section of the table below. You may have to play the game several times to enable you to answer each section.

<b>Visual style:</b>	<b>Description to be entered below</b>
<ul style="list-style-type: none"> <li>Describe what you see in the world of the game (i.e. the terrain, building architecture, and any objects that you see)</li> </ul>	
<ul style="list-style-type: none"> <li>Describe the characters and the enemies</li> </ul>	
<ul style="list-style-type: none"> <li>Are there any non-playing characters (NPC)? What are the NPC's actions in the game?</li> </ul>	
<ul style="list-style-type: none"> <li>Describe the feedback interface. For example, is there a visible menu like a head-up display? Describe what you see and some of the functions?</li> </ul>	
<ul style="list-style-type: none"> <li>What perspective does your game have? Is it 2D, 3D, first-person, third-person, scrolling game like a platform game, aerial perspective, or context-sensitive – where the number of buttons on the controller are limited?</li> </ul>	

<b>Gameplay:</b>	<b>Description to be entered below</b>
<ul style="list-style-type: none"> <li>Is the game for a single player or multiplayer?</li> </ul>	
<ul style="list-style-type: none"> <li>Narrative – does your game have a story? What is the story behind the game?</li> </ul>	
<ul style="list-style-type: none"> <li>What are the rules that have to be followed to play the game? What are the goals within the game?</li> </ul>	
<ul style="list-style-type: none"> <li>What are the challenges within the game and what are the rewards?</li> </ul>	