

Game Design Questions

Media Design 9/10

Name:

1. What is a HUD? Provide an image of one and an explanation of why it is important in some games.
2. What is a Sprite? Research what it is and provide an image example of one. How can you tell the difference between a sprite and background art?
3. What is a game interface? Provide a definition and image example of one.
4. What are game obstacles? Provide 3 example images and how they differ from one another.
5. Name 4 different types of games, provide example images for each and what makes them unique compared to the other types.
6. Look up "Game Design Document." What is it and why do you suppose a Game Design Document is created before a game is developed?
7. What is genre in game design and how does it differ from the "types" of games you mentioned above?
8. What is the difference between a 2D game and a 3D game? Provide example images for each.
9. Look up what a video arcade is and provide a definition for it. Why do you suppose video arcades died out?
10. What is your favorite game? Why is it your favorite? Provide a screenshot of the game play.
11. What do you think the future of game design will be? Any predictions?