

Game Design & Development I

CGR 125

Professor Ryan Morrison

Game Analysis 2 (Retro Review)

Purpose

- Allow an opportunity for students to gain an experience with the roots of video gaming.
- An introduction for those students who were not actively playing games during the “golden era of gaming”
- For those who may have experienced or grown up with the classics, this is a change to revisit these older games and compare and contrast the original with the updated versions

Introduction

1. Acquire a retro collection of video games (Atari classics, Namco museum, Midway’s Classics, Intellivision lives, etc) or find three retro games playable of the net (shockwave.com) that fall into the required categories. Each game must come from a different facet of what could be considered “retro-gaming”. Below is the required facet list.
 - a. Game 1- Pre 1985, or Pre Nintendo examples: Combat; Centipede; Joust; Defender etc
 - b. Game 2-Pre 1985 as well of a different genre
 - c. Game 3-NES era or 1985-1990, 8-16 bit generation Examples: SMB, Tetris, Zelda etc
2. Notice that the examples could be from a console, PC or arcade system/unit. However, there is one stipulation to these instructions- **at least one** of those chosen games must have a present day 3 dimensional counterpart available in some way on the current market. Here are some examples of games that would work in the context:
 1. Mario Bros > Super Mario Galaxy
 2. Metroid > Metroid Prime 3
 3. Tron > Tron 2.0
 4. Zelda > Twilight Princess
3. The two part analysis
 - **Part one:** First play games 1 & 2 a minimum of 30-60 minutes each. Then consider whether or not these games were ahead of their time, or behind the times. Explain why you feel the way you do in regards to this. Was it the length of the game? Perhaps the graphics appeared to be at a different resolution and/or use a different amount of colors than other games of that time.
 - **Part two:** Discuss the improvements of video gaming from games 1 & 2 to the game chosen for game 3. You may use samples of other games in the discussion; however the game chosen for game 3 must be used in some capacity during the discussion.

**see Analysis requirements for particulars on writing the paper*