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Game Idea Development

Assignment 5

1. I think that games are important because it gives the gamer a chance to complete something. It will give them a sense of accomplishment when the game is completed. It also links the gamers to a community that understands what the gamer is going through.

2. I define a messenger as anything that brings a message to a group of people. My messenger would be a newspaper because it addresses many things to different kinds of people.

3. Game: An application that involves a player that tries to accomplish a common goal.

Art: Anything that is created by a person and when displayed inflicts a sense of enjoyment in the viewer.

I think that a game can be art because it is created and inflicts enjoyment into the player.

4c. I think that time in a game is very crucial because it gives the player something to familiarize them self with. It helps them associate what time it is and how long game time is. Time inside the game makes the game feel more realistic which makes the better. A good example of this is Grand Theft Auto. The time shifts from day to night and gives the game real life instances. I think that when a game does not have any sense of time in it that the game lacks components that are crucial.