

Spring 2025 - CSC329 Game Programming - Assignment 1



Due date: from 01/23/2025, 11:00 am, presentation in class.

Games are so complex these days that they require months if not years to be developed, usually by a large team of programmers, designers, artists, testers, and producers to organize and develop them. Games are now as complex as, if not more than, the latest blockbuster movie. It is interactive entertainment, pure and simple.

We would like to have a closer look at several influential games and their technologies throughout the young history of the game industry. They can be categorized into various genres, e.g. adventure games, action games, etc. Three students as a team will present one game in class, preferably with digital slides (e.g. PowerPoint, Keynote, etc.). We will have two presentations per week in general. The game assignment and the schedule will be done in class. We will start on Thursday, January 23 with two presentations. Each presentation should last approximately 15 min plus 5 min discussion.

Please come prepared, you should be able to share and start your presentation immediately. You need to weigh the presentation time between the three of you, i.e. each student should have an equal presentation time. In case you want to include a YouTube video: we do not want to waste time with ads in the classroom, so please download the YouTube video from the Internet and show the video without ads! There are a variety of options available for downloading Youtube videos, the most prominent is probably [youtube-dl](#). You will get 20% off your points if we see ads in your presentation.

Bring an adapter if necessary (or borrow one), make sure that the sound works in the classroom, display resolution settings, etc. Ideally, you come 10-15 min earlier and check it out **before** class. Or, even better, check it out days before your presentation. The presentation should answer - but is not limited to - the following questions:

Exercise 1

1. Review the game: Graphics, sound, gameplay, user interface, etc. What do you find interesting, and what do you dislike? Please justify.
2. On what platform(s) did this game appear? Do the different platforms/ports have any major differences? What, specifically, causes these differences?
3. What are the unique characteristics of this game? Are there technical advances that this game showcased (at the time of its release)?
4. What games influenced your game? How did your game influence other games? Sequels? Reception: How was the game received, has your game shaped media, television, film, culture, society, etc.?
5. References: please make sure that you cite your sources.

[10 points]