# Digital Media Induction Task Summer 2021

Research each of the following bullet pointed terms/phrases in relation to computer games then write a report to explain your findings. For each point, add a subtitle, an image for illustration purposes and a paragraph of text to explain and describe what it means.

- Platform
- Game genre
- Purpose and audience (e.g. Education, entertainment, promotional tie-in to TV or film, adults, teens, young)
- Player characters and non-player characters
- Terrain and environment
- First/third person
- Achievements and progression
- Competition (e.g. High score, multiplayer)
- Player immersions
- Expansion packs, downloadable content (DLC)
- Linear versus nonlinear game play
- Dynamic difficulty adjustment (DDA) or dynamic game balancing (DGB) (e.g. Behaviour rules (dynamic scripting), genetic algorithms)

**You should produce between 2750 and 3500 words for this task.**

**Bring your completed work with you to the first lesson in September.**

## Terrain and environment

Within a game, there is terrain and environments that alter between levels and selected modes. Most games have two types of level systems; one level system is when the game world is completely open for the character to explore, and to reduce load times the section the player is using is loaded, instead of the whole world being loaded. Open-world games allow users to explore worlds freely, however this means that the user experience will differ, as some players may prefer parts of the world others do not. For example, 'Minecraft' (2009) uses the level system whereby terrain is generated as the player moves around, and the player is able to move freely around the world and below, in underground caves. However, other games have a level system whereby individual levels are loaded and players must complete a mission or task in order to move onto/ unlock the next level. For example 'Super Mario Bros' (1985) allows players to complete a level, and once this achieved they are able to move onto another level that may be of a higher complexity/ difficulty. The type of terrain and environment generated will depend on the genre and concept of the game, for example the terrain may be of high resolution and three-dimensional for realistic games, such as car driving game 'Forza' (2018 latest version) has extremely detailed environments that allow players to drive around a realistic setting. It will also be impacted by the platform and hardware capabilities. This is immersive and links to the type of game, as it is marketed as a game whereby players can 'Experience a shared world with dynamic seasons'. Whereas other games can have simpler terrain that is more of a cartoon style, with the use of exaggerated shapes, colours and textures. For example, the car driving game 'Grand Theft Auto 3' (2001) has more of a low-resolution look. But this can be argued as a harsh opinion as it is comparing it to games today. As in 2001 this game was ground breaking for the time. However due to technology advances games have been more high-resolution.