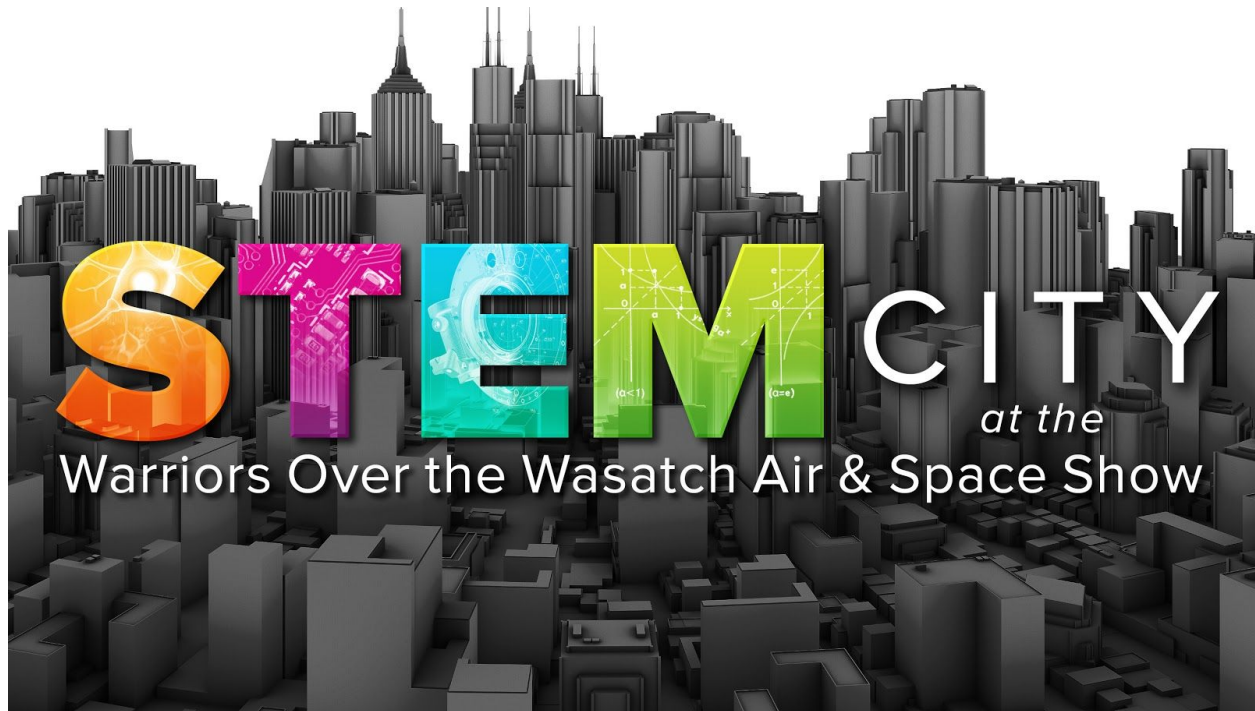


VIDEO GAME DESIGNER

by:Robert Wyatt Bear TEAM NAME: The Cyber Techs - 2550b



Game designers are the creative minds behind every good game. They thrive on new ideas and are always thinking about how users will interact and enjoy the characters, environments and experiences they have created. A great game developer possesses a combination of technical knowledge, artistic skill and most importantly, the ability to communicate and understand people. Being a videogame designer doesn't come easy though first you have to think of a good game that people will enjoy. Then you need to make the actual game. And you can hire your game designer, or you can create your own characters to move around and control, But it is not that simple. You must also make sure that you find and eliminate any bugs that come up to ruin your game. Once you are done you can get somebody to test it to see if it is entertaining and worthy of being published. Then if so, you can publish your game (of course you'll have to find somebody who will first) So it's very complicated but it is fun for others, and you

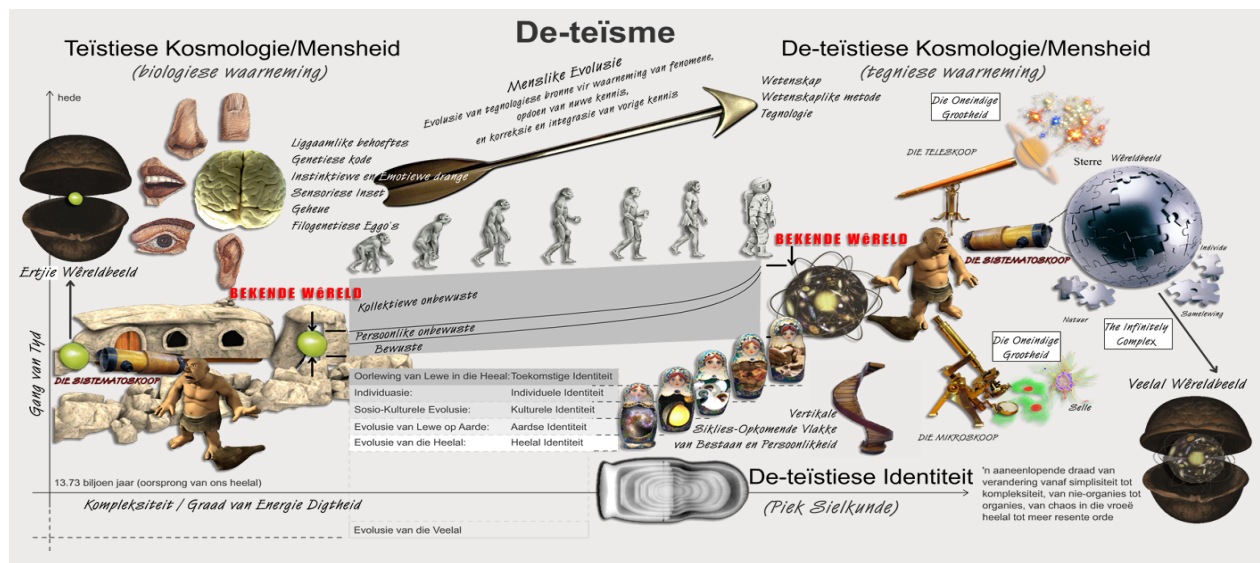


The S.T.E.M. of things

Science: Computer Science is the study of computers and computational systems. We will use this computer science to code. We will then use this coding to make our game.

Technology: Is used for Knowledge for the programing. Math: uses art and art is for the 3d graphics. Engineering: Is for the coding of the video game

How this career will evolve



Our carrier in the next 10 years will most likely become popular and get more money for more games we create. We will also get better at all the things we have to do in video games. John McCarthy created AI (artificial intelligence) which us game developers are using to help us create our game's and make it easier for us. Also I believe that VR games (virtual reality) made by Ivan Sutherland and his student Bob Sproull, Will become the most popular types of games for many people already love VR (like us) because many people can feel like they are actually in the game and the game looks and makes you feel more like you are actually there.get money off it!

How will this get us ready for competitive robots?



This will get us ready by coding a mob to be an enemy and coded to attack the player. We can code it so that the player can attack so we can get a competitive score for the enemy and player. To code these 'mob's' is not easy though, and we most likely won't get it done on the first try because even if you are a pro at coding you will ALWAYS experience at least one bug. But since game developers code a lot, they will be used to what they are looking at and be used to coding.

Someone we know (have
heard of) in this field

Someone we know (have
heard of) in this field



Mike Mamula who is a video game designer for the game MX vs. ATV. He also used to compete on bikes. He inspired us because our PLTW teacher (Mr. Newton) knows him and some of us like to play dirt bike games. In 2003 when he competed, he went over the

handlebars landing on his head. His life changed a lot. Being a designer is what his career was in 2013.

Another person in this field
we have heard of



is a

Japanese video game designer, producer and game director at Nintendo. He is the creator of some of the most acclaimed and best-selling game franchises of all time, including Mario and The Legend of Zelda. He got most of his idea from many things in his life. For example, Mario is based off of Nintendo's landlord, Pikmin is based off of the things in his garden, and Wii Fit is based off of his bathroom(?). These games then inspired the Super Smash Bros. game series. Super Smash Bros. is a series of crossover fighting

video games published by Nintendo, and primarily features characters from various Nintendo franchises.

bibliography

Mike mamula

<https://www.motosport.com/blog/profile-mike-mamula-mx-vs-atv-game-designer>

Competitive robotics

https://note.microsoft.com/MSR-Webinar-AirSim-Registration-on-demand.html?&ef_id=EAlaIQobChMlyLX02ee57AIVz__jBx1_BASIEAAYASAAEgIJW_D_BwE:G:s&OCID=AID2100239_SEM_EAlaIQobChMlyLX02ee57AIVz__jBx1_BASIEAAYASAAEgIJW_D_BwE:G:s

Video game designing help

https://gamestudio.champlain.edu/the-program/game-design-courses/?utm_source=google&utm_medium=cpc&utm_campaign=Game%20Studio%20-%20Microsite%20-%20General&utm_term=prospecting

https://en.wikipedia.org/wiki/Shigeru_Miyamotohttps://en.wikipedia.org/wiki/Shigeru_Miyamoto