

## SG210 Fundamentals of Game Engine Development

### KGA #1 - 2D Games Analysis

**This assignment supports the following outcomes:**

- Evaluate techniques used in enhancing the playability of 2D games.
- Appreciate the value of 2D games and the challenges faced in their development.

**Assignment Overview**

There is a common misconception that, because of the advent of blockbuster 3D games such as Halo and Half Life 2, the 2D game is dead. This assignment will hopefully dispel this misconception and answer the question: Are 2D games really dead?

**Deliverables**

Using the library and the Internet, write a three-page paper researching five of your favorite 2D games. Play the games if possible and evaluate what techniques are used to make these games successful. For each game include the following:

1. The Developer
2. The Publisher
3. The Genre
4. The Release Date
5. Challenges developers most likely faced in the development process
6. Playability techniques used in each game
7. Summarize your thoughts on the value of the 2D game
8. Summarize your thoughts on the future of 2D games

**Grading Criteria**

The 2D Games Analysis Grading Rubric, as provided by your instructor, will be used to evaluate your assignment.

**Internet and Library Resources**

Search library resources as well as the Internet for research material regarding 2D games. Consult books, technical journals, symposium materials, and technical meetings material to research playability techniques which were used or should have been used.

Web resources that may be of assistance:

<http://archive.gamespy.com/top10/december00/2dgames/>

<http://www.gamespot.com/gamespot/features/all/greatestgames/>

<http://psx.ign.com/articles/080/080401p1.html>