

Video games

Timothy Capicotto

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THE HISTORY OF THE GREATEST TIME WASTER EVER CONCEIVED Pt1.(Humble Beginnings)

The History of Video Games goes back even earlier than what I previously thought. Video games started as a concept in the mid 50s with a british professor who created noughts and crosses, more commonly known as Tic-Tac-Toe. However the video games we are familiar with didn't start until the early 70s to 80s, with the first home consoles, such as the magnavox odyssey and colecovision



Some Examples of games from the Early 70s to Early 80s



Centipede



ASTEROIDS



The Crash and Rebirth of the Video Game Market



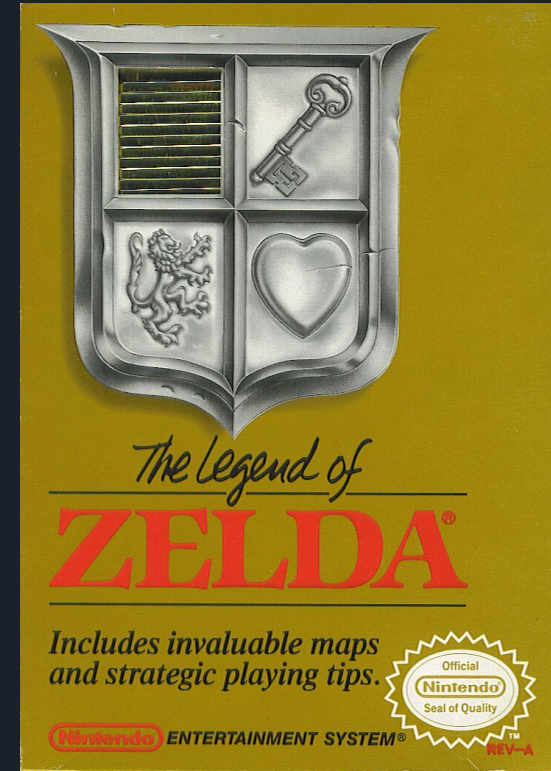
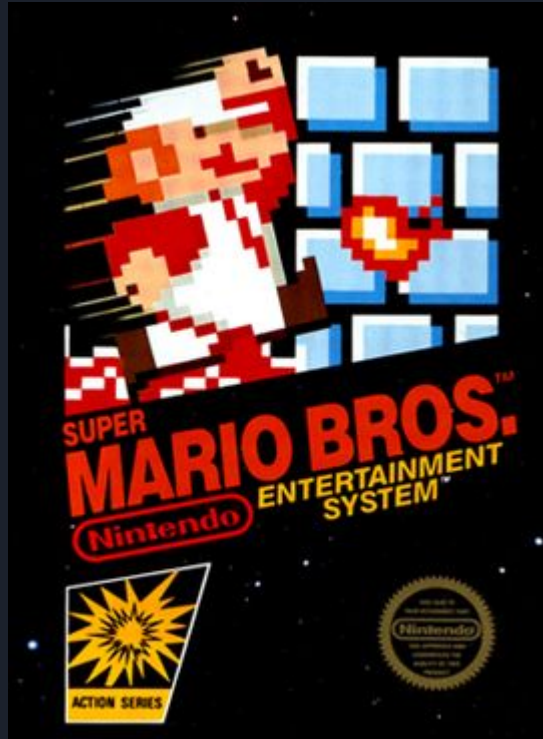
Nintendo®



ATARI®

As Video games got more popular in the 80s, Competition increased. With the added competition came more games, and unfortunately sometimes less quality per game. E.T. for the Atari 2600 is widely known as the game that killed video games, but it wasn't the only one. It wasn't until the year 1985 that a Japanese Company who made playing cards in the late 1800s stepped up to the plate, this company was Nintendo. At first, stores didn't want to sell their consoles due to the troubles of earlier years but with enough persistence, Nintendo was able to sell the NES (Nintendo Entertainment System in North America, with massive success.

Here are some games published on Nintendo Consoles after the revival of the market





Video Game history Part 3 the mascot wars 90s-2000s

With the market for games revived, competitors like Sega joined the Fray. The companies dueled each other constantly trying to outdo one another. Nintendo's mascot was the iconic plumber himself, Mario, and Sega's incredibly inferior mascot was Sonic. Nintendo and Sega's mascot war continued well into the 90s all the way to the early 2000s. This was due to Sega's final console the DreamCast being a commercial failure. Sega then became a 3rd party company. With this, Sonic lost the mascot wars and his games have been on a steady decline ever since. While all of this happened other companies jumped in to making games and consoles, like Sony with the playstation.

Examples of Late 90s and early 2000s games





Messages and Rules of video games.

There's no real rules to making video games in general. Rules only apply on the subgenre level. For example My favorite genre, the first person shooter requires you to be viewing the world through the characters eyes, typically holding a weapon or tool of some sort. Another one of my favorite genres is the MOBA. MOBAs typically have multiple players on different teams fighting each other in a top down perspective with abilities that they can use aside their basic attacks, MOBAs also have a customization feature which allows you to further customize an already unique character's skill set. However some games can bridge the gap between two genres, for example Paladins is a First person Shooter with the aspects of a MOBA.

A moba, an FPS and a MOBA fps pictured below



FPS



MOBA



The aspects of both rolled into one



The Gaming Community

With something as popular as video games you can't help but expect the gaming community to be massive. Video games attract all kinds of people of varying backgrounds, personalities and skill levels. Typically certain games attract like minded people. Team Fortress 2 for example, includes people who take the game way too seriously, like myself or people who don't care at all.



My Personal experiences with Video Games

Over the years I've had many good and bad experiences with games. I've made and lost friends through them. They've also caused me to waste a lot of time due to their entertaining nature. I still struggle now and then due to the temptation of playing video games but, whether it's addiction or passion I'm not stopping anytime soon

Conclusion

I made this website to talk about video games. More specifically where they came from, and what they've been through.

Thank you for coming to my website, as your reward have a picture of captain qwark from ratchet and clank choking on fried chicken.

