Designing Video Games

Many kids, especially those who love playing video games, fantasize about creating a megahit game someday. Being passionate about a dream is the first step towards making it a reality. But a lot of hard work and many technical skills are also required to create a new game.

Sometimes the starting point for a game is a character, often a superhero who, of course, has superpowers. Then, this character must live in a world created especially for him or her and have a goal or task to perform. There are usually a megaton of obstacles the hero must overcome and enemies that he or she must defeat or outsmart. Sometimes the world of a video game is an elaborate microcosm or imitation of the real world. Creating a great video game is somewhat like creating a great novel or script for a movie—a story that people want to be a part of through playing the game.

Of course, putting these ideas into action requires advanced skills in computer programming. Today’s games feature realistic graphics made possible by advanced microprocessors that no one could have imagined when the first games were created. And video games of the future will include features that are beyond most people’s ability to imagine today.

Gamers are hypercritical and not very tolerant of imperfection. They spend hours playing games and are hypersensitive to anything that is not right, so there is a lot of pressure to put out a perfect product. But a game that is extremely successful can make its creator megabucks!