

# Introduction to Video Game Design

## Virtual Reality

three-dimensional images or interactions in which the gamer accepts as a real environment

## Cloud

network of software and services used to run various applications through the Internet

## Central Processing Unit (CPU)

carries out instruction given to the gaming system

## Arithmetic Logical Unit (ALU)

electronic circuit which accepts and processes arithmetic and logic operations

## Control Unit (CU)

manages the various systems of the gaming system

## Input Device

controls the video games through various instruments

## Primary Memory

can be erased and re-programmed multiple times

## Secondary Memory

used to store data permanently on the device

## Operating Systems

initial program allowing software to communicate with hardware

## Software

various types of programs used to create and interact with applications

## File Formats

way in which information and organization of data is stored in a computer

## Backward Compatibility

ability to run the same hardware or software as an older model of a device

## Forward Compatibility

devices which plans for future versions

## Concept

general idea

# Introduction to Video Game Design

## Game Design Document (GDD)

information which describes every aspect of game design from start to finish

## Story or Plot

makes up the arrangement of the game in order to make it understandable to the player

## Characters

fictional figure representation

## Environment

creation of background and scenery

## User Interface and Controls

means of interaction

## Dialog

conversation between two people or characters

## Marketing

advertisement, promotion or selling of a product

## Distribution

process of sharing and delivering video games