[](https://www.knowitallninja.com/)Hardware’s Effect on Game Development 2

# Task 1

Developing video games for mobile can be heavily complicated by the different size, size ratio & resolution of all the different types of mobile devices.

Using the internet research some of the ways in which we can create mobile games for different screen sizes and resolutions. Summarise your findings below.

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# Task 2

There are a huge variety of different types of input devices used in modern video games. Many of these are for increased immersion, while some are just because they’re easier to use for certain types of video game.

Below are some specialist input devices that are used in video games. Identify the benefits of these types of devices to gamers, and therefore why you as a developer should take advantage of them.

|  |  |
| --- | --- |
| Input Device | Benefits |
| Touch Screen |  |
| Motion Sensor (e.g. Kinect) |  |
| Motion Controllers (e.g. Oculus Touch) |  |
| Steering Wheel |  |

# Task 3

(a) People are starting to use their 4G mobile broadband connections for online multiplayer gaming. In the future we’ll see 5G connections which could have a huge impact on mobile gaming, especially mobile online multiplayer.

Read the article linked below from the website APPLovin and summarise the impact 5G connections may have on gaming.

https://blog.applovin.com/future-of-mobile-games-part2/

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# Task 4

Developing for virtual reality has certain complexities to it. The article from Gamasutra linked below discusses some of these issues.

https://www.gamasutra.com/view/news/198603/The\_biggest\_challenges\_for\_VR\_game\_developers\_straight\_from\_Oculus.php

Read this article and briefly explain the three issues they identify below:

1. \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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