

Name: \_\_\_\_\_ Date: \_\_\_\_\_

## Bufs and Nerfs: Analyzing 8th Grade Gaming Mechanics

Examine the intersections of procedural generation, ludonarrative dissonance, and the Glicko rating system in modern game design.

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**1. In competitive gaming, what is the primary purpose of a 'Glicko' or 'Elo' rating system?**

- A. Measuring the graphical processing power of a console
- B. Calculating the skill level of players to ensure fair matchmaking
- C. Determining the speed of a player's internet connection
- D. Tracking the total number of items collected in a campaign

**2. When a game uses algorithms to create levels or environments on the fly rather than handcrafted designs, it is using \_\_\_\_\_ generation.**

- A. Asynchronous
- B. Procedural
- C. Haptic
- D. Vector

**3. Ludonarrative dissonance occurs when a game's story tells the player one thing, but the gameplay mechanics force the player to do the opposite.**

- A. True
- B. False

**4. Which of these concepts explains why a horror game might limit the player's 'field of view' (FOV) or ammunition supply?**

- A. Latency optimization
- B. Resource scarcity and psychological tension
- C. Microtransaction modeling
- D. Sandbox freedom

**5. The term used to describe the most effective tactics or builds currently available in a game's competitive environment is the \_\_\_\_\_.**

- A. Patch
- B. Mod
- C. Meta
- D. Skin

**6. A 'zero-sum game' in game theory refers to a situation where one player's gain is exactly balanced by the losses of other players.**

- A. True
- B. False

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**7. What is the primary role of a 'physics engine' in a modern 3D video game?**

- A. To write the dialogue for non-player characters
- B. To simulate gravity, collisions, and realistic movement
- C. To manage the server connection for multiplayer
- D. To design the 2D UI menu overlays

**8. In game design, a \_\_\_\_\_ loop is a repeated sequence of actions (like Kill, Loot, Upgrade) that keeps the player engaged.**

- A. Feedback
- B. Beta
- C. Core
- D. System

**9. The 'Uncanny Valley' refers to a point where a digital character looks almost—but not quite—human, causing a feeling of unease in the player.**

- A. True
- B. False

**10. Which term describes 'emergent gameplay'?**

- A. A scripted sequence where the player has no control
- B. When players use game systems in ways the developers didn't explicitly plan
- C. The time it takes for a game to load its main menu
- D. When a game is released only in digital format