

Name: _____ Date: _____

Answer Key: Level Up Your Knowledge: The 7th Grade Video Game Quest

How do developers build virtual worlds? Solve 10 questions to identify key gaming eras, hardware components, and industry milestones.

1. Which of these consoles was the first to use optical discs (CDs) instead of cartridges, changing how much data games could store?

Answer: C) Sony PlayStation

The original PlayStation popularized CD-ROMs, allowing for high-quality audio and cinematic cutscenes that cartridges couldn't fit at the time.

2. In gaming, the term 'NPC' stands for Non-_____ Character, referring to any character not controlled by a human player.

Answer: C) Playable

NPC stands for Non-Playable Character. These characters are coded by developers to provide quests, items, or dialogue to the player.

3. The game 'Tetris' was originally created by a software engineer in the Soviet Union.

Answer: A) True

Alexey Pajitnov designed and programmed Tetris in 1984 while working for the Academy of Sciences of the Soviet Union.

4. What is the primary role of a 'Game Engine' like Unity or Unreal Engine?

Answer: B) To provide a software framework for developers to build games

A game engine is a toolset that handles graphics, physics, and input, making it easier for creators to build games without starting from scratch.

5. The first widely successful arcade game, which simulated a simple version of table tennis, was called _____.

Answer: D) Pong

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Released by Atari in 1972, Pong was the first commercially successful video game and helped launch the arcade industry.

6. A 'Lag' in online gaming is always caused by the game being too difficult for the player.

Answer: B) False

Lag refers to a delay between a player's action and the game's reaction, usually caused by slow internet or hardware performance, not game difficulty.

7. Which genre of game focuses mostly on managing resources and building cities or empires?

Answer: B) Simulation/Strategy

Simulation and strategy games, like SimCity or Civilization, focus on long-term planning, resource management, and growth.

8. The gaming term 'DLC' refers to _____ Content that can be added to a game after it has been released.

Answer: B) Downloadable

DLC stands for Downloadable Content. It allows developers to provide new maps, characters, or stories to players over the internet.

9. In game design, 'hitboxes' are invisible boundaries that determine when two objects in a game touch or collide.

Answer: A) True

Hitboxes are used by game code to detect collisions, such as a player's sword hitting an enemy or a character stepping on a trap.

10. Which of these is a famous example of a handheld gaming device released in 1989 that popularized portable play?

Answer: C) Game Boy

The Nintendo Game Boy was a massive hit in 1989, allowing people to play games like Tetris and Super Mario Land anywhere they went.