

Name: _____ Date: _____

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?

- A. Nintendo Entertainment System
- B. Sega Genesis
- C. Sony PlayStation
- D. Game Boy

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

- A. Playing
- B. Programmable
- C. Playable
- D. Personal

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

- A. True
- B. False

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

- A. To act as a physical battery for handheld consoles
- B. To provide a software framework for developers to build games
- C. To cool down the computer while playing high-end games
- D. To host online multiplayer servers

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

- A. Space Invaders
- B. Pac-Man
- C. Asteroids
- D. Pong

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

- A. True
- B. False

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

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- A. First-Person Shooter (FPS)
- B. Simulation/Strategy
- C. Platformer
- D. Battle Royale

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

- A. Direct-Level
- B. Downloadable
- C. Data-Link
- D. Digital

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

- A. True
- B. False

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

- A. Nintendo Switch
- B. Steam Deck
- C. Game Boy
- D. PlayStation Vita