Video game visual style and gameplay report.

Visual Style

World-

Pokémon the game of my youth and still to this day has a very good world, which expands over the different generations. The picture towards the right is the basic view of the Pokémon realm, this realm is pixelated, but not fully, this game is played on the Nintendo DS line. The terrain of this game can depend on a few different things. The first one of these is the season that you play it as the game will adjust to these settings that you make and this is what makes it good and the game is set up to make the capture of Pokémon as good as possible will make the game more interesting. (A Pokémon is a little character that sometimes follows you and then you can battle with it and then get more gym battles and the aim of the game is to be the best.)


As you can see on the left there are lots of different towns and cities and then the

architecture and the way the game is built is amazing as there are lots of buildings that look good on the outside but then they are interactive so you can go inside and then you can get the chance to look at different things inside and they also have the chance to interact with people inside. The other objects that you can get in this game are all over the map and world, this is because you have the chance to pick up items that are important and some items are needed to level up the Pokémon, these are found in hidden locations a lot of the times and need a specialist tool to get them found.

Although the Pokémon games are great and with the cartoonist features you need some kind of game that will be realistic to some extent, the next game I will talk about is Grand Theft Auto Five (GTA V). The world for this game is amazing as you are in a place called Los Santos, which is the exact same as Los Angeles and the builds are scaled to the characters with the buildings the same, but the buildings are sometimes named differently and the buildings are great with the different settings. The desert is made as real

as possible with the odd cactus and the odd tumbleweed. There are lots of different missions that take you all over the map and you can spend a long time doing it. The Architecture is like I said before and the buildings are good as there are apartments, garages, factories, shops, yachts, planes, cars that you can own and every different player has a different story that they can take for themselves. The world is good as you can break
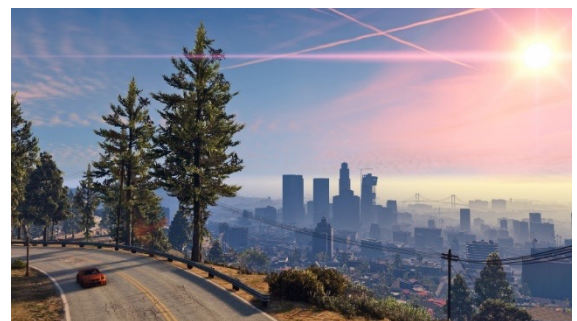
lots of things, kill people and this is all different objects that happen and there are a few objects that can't be destroyed but this is what makes the games fun to play.

Characters-

There are many different games with millions and millions of characters, but in Pokémon there are only two characters per game. One for Boy and then one for a Girl, this doesn't matter which one you go for. The characters are mainly the Pokémon as you can make them hurt and damage the other Pokémon. The characters are shrinking down to fit into the game, but they grow to the normal size in the battles and in some of the cut scenes. But then recently in the new Nintendo 3ds games they have made the game more interactive and you can walk around better and then you can also customise the character to suit your needs. The people that you can create in these games can then have your own names and then all the Pokémon you capture can have nicknames. The Pokémon can be traded with other people and they can have nicknames you can't change sometimes but the characters are personalised to the choice of Pokémon you make your friend.

In Grand Theft Auto Five (GTA V) there are 3 main characters in the story mode, but there is also a fourth. The First character that you will find is called Trevor and he is a messed up psychopath and no one can get in his way or they can't mess with him, they might (always) get killed. The second character is called Michael and he is an ex- billionaire who has ran into problems and needs help to get some money for himself. The third character is called Franklin and he is a 'wannabe' thug that needs a few people to help him get something to do in his life and he wants to escape from his Aunty who annoys him. All these 3 make mayhem and they cause problems for the banks and the law. Then there is a fourth character is your own in the online version where you can roam the streets alone and them isn't anyone who can stop you apart from all the different people in that session with you. The story mode characters are used for missions and you can switch through the different characters as they all have specific roles and they have different abilities that suit that task better. When you first go into the game you learn very quickly about the controls as you get thrown straight into a heist and this is where it can be hard but then it is also fun. You can also play the characters and your own character in either 3rd person which is good for everything and then also 1st person as some people helps you out.

Non- Playing characters (NPC)

NPC's are used in the Pokémon world a lot and they are used to give the player advice and also most of the time to fight you and they are most of the time a nuisance and they just get in the way. You can try to sneak past them but they will find you and will challenge you to a battle. NPC's are good though as you can get specialist moves and also get experience and money from them. In this game the NPC's do move and they are sometimes a big pain as there is a problem with Team Rocket and they don't stop trying to get the powerful Pokémon in that region. The NPC's will take your money if you don't win but if you do win then you can get the money and they don't give you a little amount they give you a lot.

The NPC's in GTA V, is very different as you can get multiple outcomes, you can end up in a police chase, they could also get very angry and swear at you, they can start fighting you. Anyway you do anything you are guaranteed to get some wanted stars. If you get 5 stars then you get police and a swat team in helicopters and armoured cars. The NPC's in the main city act differently to others outside the city. The ones in the city just get angry and call the police, but if you steal their money or attack them they can get into a sticky situation. But if you are in the outskirts and in the desert they will pull out guns and then not hesitate about a lot of things. The NPC's are going to react in different ways to other people. The NPC world that you go into is a lot like the ones in real life. But once you start messing with them they get pretty restless and annoyed.

Feedback Interface

Feedback is essential to games so you can get some information on how to make the games any better. The games need to be good as they want people to be interested. All the Pokémon games have had some feedback along the way as the graphics have been good, the feedback has been used to make more games and this have therefore made a new type of different things. The feedback can be done through the Nintendo website; you can also upload your own Pokémon ideas that you want to happen in the next game. This site is good as you can give feedback on a lot of things before the next game comes out. The feedback for GTA is done through the same process as the Pokémon game through their website which is the rock star social club. The feedback from game critics are from their own websites and there are a few of these but they can say what they thought about it and they will get some feedback about the kind of gameplay styles and they can also give away some help

towards the new players that want to play but they don't know what they want from the game or they want to know about some things.

Perspectives

The perspectives for the Pokémon games are that the way you see the game and play the games. Originally the game was played on the Gameboy/ Nintendo and that was good as you could play the game but the only problem to this was that you couldn't play it in the 3D mode, but as the technology has advanced they have brought out the new versions in the 3d mode and the characters do pop out of the screen and the battles are better than the 2D games.

The Pokémon games are always played in 3rd person but this is because you are playing it on a Nintendo DS and the game won't look great being in 1st person and the game would just look bad and this isn't what you need. Also the Pokémon game doesn't have a scrolling feature, if you're talking to someone then it is just easy to click A and you don't have to scroll. But if you were on a different game on the DS then you might need to use the trackpad and then "scroll" down. The aerial view in the Pokémon game is used more and more as you are looking down on the characters but in the newer versions this is used less but it is still used a bit to get a scale of the building that you're going to go into.

Whereas the perspectives in Grand Theft Auto V are different from the Pokémon games as you can only play the characters/ players in 2D version this is because the game version and the platform don't support the 3D market, 3D is impossible as they created the game just for 2D and Rockstar can't make the game just from those who have consoles and pcs that have 3D capability and not a lot of people have this themselves. GTA is compatible with both 3rd and 1st person gameplay. The original version was only able to support the 3rd person gameplay but since then they have managed to create a version for just the ones who like to play the game in 1st person.

You'll protect the ideal future for us and Pokémon.

First person gameplay is one of the better ways to play a game, as you are looking through the eyes of the character. Shooter games are amongst these first person games as you can feel like you are on the battlefield with the military and this adds to the atmosphere and gameplay to make the game feel more realistic. You can as I said before you can play grand theft auto five in that you can play it in third person. But you can't in the Pokémon games as it just isn't possible as it is a aerial view. Another example of a first person game is the call of duty series games.

Third person games are when you are looking behind the character and they are doing the actions that you want them to play. The third person view is one of the only ways that you can play the game and then also look at the character's outfits and this can be good to see the different player's movements. This is what you can do with the grand theft auto game as you can see them moving around. The Pokémon games don't have the third or first person view, they wouldn't really look very good.

Scrolling games are games that you can only move left to right and there isn't much other movement apart from that. But nowadays they have been making the scrolling games for the mobile devices as they are smaller and harder to control so they have made it more refined and then you can scroll or tilt the screen to move around. The first GTA game was a scrolling game and this was because it was on an old game, another classic game that is from that time was the sonic the hedgehog game and this was a very good game to play. The Pokémon game wasn't really a scrolling game, they were different back then and they were changed.

The aerial view on a game is when you play it looking down on the world, this is mainly used for the scrolling games and you can't change the view but then this suits it. This was used when people couldn't use the advanced graphics on their consoles which was generation 3 when it was mainly used in games. You might use the aerial view to see on a app on a mobile or you might use the aerial view when loading into a game. You might need to use it to see where your enemies are on the map. The aerial view is used for the Pokémon games as you are getting a birds-eye view and this is easier to see the surroundings. GTA doesn't really do the aerial view as it would be harder to see what you couldn't see.

Context sensitive gaming is when you are in the world and you can do whatever you want, you can adapt the surroundings to whatever you want to happen, not limited to one particular route; games like this are Minecraft and grand theft auto. The story or the context will change depending on what you get throughout; this could be what missions you do or what you would do normally. The Pokémon game is context sensitive as you have to do the whole same storyline but whilst your doing it you can also capture the Pokémon that you want and that is how you change the story to your needs.

Full motion video (FMV)

Full-Motion Video is the use of cut-scenes and game trailers. Cut-scenes are parts of the game where the gamer is not controlling anything and is merely watching a pre-rendered piece of footage created by the games designers. In Pokémon game at the start them wasn't any cut scenes but then as the games have advanced they have worked on the cut scenes and they aren't the best but they are still something to look at. They will usually have one of these cut scenes at the start of the game just before you spawn into the world. There is a

cut scene when you start in a battle whilst the game works and this can be quick or it can take forever and you did have the option to turn the cut scenes off but they developed the story quickly. Whereas they weren't a lot in Pokémon, there were a lot of cut scenes in the story mode of GTA and this was interesting as it advanced your knowledge about the game but then if you didn't like them you could skip them which was helpful when you need things to go quickly and this does help. The storyline in the cut scenes is great as you can see when things are happening. This cut scene was only available in the story mode but then once you get into online mode you don't have the cut scenes it does help as you are playing in real time.

Gameplay

Interaction model

Avatar- An avatar is a figure/ character that has a job of representing a computer game person. This is typically done as an avatar which used to represent the gamer, this is usually customisable and you can change this along the way. You have the ability to make an avatar, and dress him/her up how you choose, you may also buy other, better accessories for the avatar, this is bought through the store and it could be anything from a hat to prop that stands beside them. This is not really possible in the older versions of the Pokémon games as this wasn't really a feature the only thing you could do was to make it a girl/boy and then rename it. But then from the recent games you do have the chance to customise the clothes more than you did from the start. The GTA online world is the main place where you can customise the character the way you want you can have different names, hair colours, you can dress them the way you want and you can also get the character to have a tattoo, plus all the cars that you get are also customisable. The GTA single player mode is a place where you can change the character's stile a bit but this doesn't work too well as in missions you have the change that it will just go back to before. Characters in other games like Mario have the characters so that you can't customise them, but if you win things like hats or different skins you can apply these but it isn't that good as you want them to look like.

Omnipresence- Omnipresence means that the characters or players are widely or constantly encountered throughout the game. This means the gamer is everywhere at the same time, characters wise, this is easy to switch through using the controls or the D-Pad. The Pokémon world only usually has 1 character that you can control, throughout the game. But in GTA V in this game you have the ability to change characters throughout and whenever to get different experiences of the game, this is because the different characters have specialist features. This does contribute to the story line as it makes it more interesting for the gamer. If you are

going to have this feature, then you need to make it easy to switch through the characters and then they can play swiftly. In the GTA game they have done this which is good.

Single Player

Single player is the game when the input is just from only ONE player and then is expected throughout the course of that gaming session. The single player is the only mode for the character but then if you wanted to trade the Pokémon you have then you can but this is only one room and it is confusing. The GTA world has a single player game session with the omnipresence involved in it. The Single player mode came along before the online multiplayer game and this is how they got the idea of expanding as you just couldn't interact with anyone else. Single player isn't very good as you can't do anything like hanging out with other players and once that you complete the last mission then you can't do anything apart from walk around the map.

Multiplayer

Multiplayer is a video game mode which more than one person can play in the same game environment at the same time, this is something to do with your friends if you get bored at home but want to play with your friends then this is the best way forward. Multiplayer games typically require players to share the resources of a single game system or use networking technology to play together over a greater distance. Most games nowadays are programmed in order to have the ability to play single player, online, multiplayer same console and online, everything.

Multiplayer is not available in the Pokémon games but if they add it in the future then you can battle against other friends and then tackle the world together which could be fun. As GTA Online is a multiplayer game mode you can fight to the death and break the rules with your friends and crew. If you want to then you can set up a world just for you, which can be fun. You can play missions with your friends from the single- player mode and that is fun.

Narrative

The narrative of a game is vital for the gamer to become immersed in the game as the gamer must know what is happening throughout the game, this is the story of the games are what people like and they love everything. The narrative always starts at the beginning and finished at the end, this is so that the gamer is always aware of where the story has progressed, you will be able to save throughout so you can come back later on. The narrative will always inform the gamer when the game starts of what is happening on the game and what has happened

previously in the game. The Pokémon game is a narrative lead game as you follow the same story which is to battle all the gyms and then become a Pokémon master with all the Pokémon you have created as friends, this narrative is fun, but this could be better and the developers need to make some different outcomes I think. The Narrative for GTA is good for the story/single player mode. But this only needs to happen at the start but this carries on throughout and can be annoying but this can be good at the same time as it gives you some time to do the things that you want to do.

Game Setting

Physical- Game settings are almost always used as some sort of physical space. The player will move their avatar in and around a certain space or place. The physical characteristics of this space determine a great deal about the gameplay. The physical dimension of a game is itself characterized by several different elements. The dimension, the vast majority of games had only two dimensions. The game setting is done so that you can move around and then you can see the surroundings.

The Pokémon game is done through this but you don't really get a feel for it, but the aerial mode means that you don't feel it. Whereas you feel the physical settings in GTA as you can feel it especially when you're in the first person view.

Temporal – This is the time the game is set. It is important that the game designers decide what time period the game will be set in before making the game as it has to be correct or else it will look wrong. Every game is chosen so that you can know the time period, if you don't then you will have a big problem as people won't know too much about what the storyline is. The time period for both GTA and Pokémon is the normal time period now, but one game called Assassins Creed is made in the past as you are running through different games. But in some games it goes throughout the different time periods and that can be fun, an example of this is Civilization 4,5 and 6.

Environmental settings- The background, setting, environment, scene, the place, time, and circumstances in which something occurs. Background often refers to the circumstances or events that precede a phenomenon or development. These are all so good and they need to be thought about and they are done really well in Pokémon seaming as it is just an aerial view. These settings are done in GTA feel as they can be interacted with and then this is great, the settings are well made and put together.

Emotional settings- the emotional game settings in a game are vital and important as they will determine the mood of the player. It is the same as a film, book anything created which involves the creator and the user must have a fixed emotion which determines the end result of whatever it is, you can't

play a game that doesn't have any emotional people. It's important that in a story or missions, there is some sort of storyline following an emotion. This makes the player more immersive and it's cinematic for the game. This is good for GTA as the story mode is biased on people with some anger issues and the other character have ambitions and then the emotions are used to make the story better. The Pokémon game doesn't really show many emotions as they are to small and the emotions wouldn't really work with this game.

Ethical settings- The game is usually set by how the game is played and what in the game you can do that limits the game into a specific age bracket, there are going to be certain settings and regulations that the game company go through to see what age rating the game needs to be. In Grand Theft Auto V, you are usually encouraged to steal a car from a civilian in the game world or violently shoot enemies within the game. This certain feature makes it inappropriate for children who are under the age of 18 as the content is very explicit for children to be witnessing and may imitate the actions in to real life. This matter is usually resolved by setting a PG rating on the game suitable for a specific target audience. Where as the Pokémon game is a game that anyone can play as you don't have any ethical problems with the game.

Goals – A goal is something to look forward to as it is a something to look towards and therefore intern is a great ending especially once you complete it towards the end. The main things that count to goals are the things like completing the storyline, getting the highest points, scoring the most goals in order to win a football match, etc. All these things contribute to a player's success determining how good they are at a certain game. The goal in Pokémon is for you to collect all the gym badges and then they can become an elite four and become a Pokémon master at the end. The goal of GTA is to complete all the missions towards the end and then you can become mega rich and then live a happy life. Goals are hard to get but then once that you get them they are great as they are then fun.

Challenges- Challenges in games aren't as good as the ending goal as they don't need to be completed you can finish the game without completing the challenges. Challenges are normally set hard and they don't come naturally, players will have to go out their way to get them. This is done in different missions and they are usually hidden and have to find them. They are usually set for hardcore gamers which want to complete the whole game 100%, but once again it's not required, but this is when most people play it once they have completed the main storyline. There

are many challenges in the Pokémon game and they are fun but the end goal isn't as good as any of the others. GTA has lots of different challenges throughout and then they can be done in and out of the game and when you're bored you can go back towards the end.

Rewards

In games there are lots of rewards these include lots that allow for a direct impact on the opportunities available within the game. The Pokémon games has some rewards, but these are in the forms of badges. These badges are a set of rewards and this is all the things you need to complete the game at the end. You also get a reward for the end of completing the Poke-dex and you can get something back. There are many different awards that you can gain from the missions and challenges you get some rewards like experience points and some money. In some missions/ challenges you can also get it doubled depending if it is a special. The reward system in other games like Mario Kart there is a trophy for when you win a match against the other players. With some rewards they allow the player to gain access to new locations or resources, that were preciously inaccessible, or locked because of their level. They are generally used only once, and they have no other value to the player once they've been used. These rewards are needed, as they allow for game progression through unlocking new areas for players to explore, they need the rewards and leveling up to do this and this is a good feature to add.

Player actions

Player actions in games are the exact kind as the by buttons on the controller or keyboard. The selective buttons will be in favour of the player. GTA is a shooter game and the aim and the shoot will be conveniently placed together in order to make it easier for the player, so the buttons are close together so you don't miss that hit. All the modern games will have a set of instructions how to do certain player actions, for example tricks on a football game may use some individual complex buttons. There are also simplified things which only require a few buttons for example Super Mario Brothers. As the Pokémon game is played o the Nintendo DS line, the buttons are usually the same, but the newer games are different to the older ones, as they will be harder to control. As the GTA game starts the have a prologue that tells you about the controls and these get harder throughout the level. Some controls for a character/object can be more advanced than just walking left and right, there are jumping, crouching, sprinting, punching, and kicking and so on. The other type, is how the character(s) are controlled via a game controller. The controls are different with lots of games but the main ones are the W, A, S, D movements but then you have more advanced controls in other games that are different to the ones in your game. here are numerous that gamers can use to control the characters in the game. They are a gamepad, a joystick, a steering wheel and motion sensors. The gamepad can be connected to the video game console wired or wireless, it enables gamers to have easy control over the video game as multiple buttons can be pressed to perform different actions and movements.

Rules

With games typically in gameplay there are going to be certain rules that are in place to keep the problems with the gamers. This adds another aspect to the game which makes it more fun, without rules you can't play the game seriously. When different rules are put in place at some points it makes the gameplay much more exciting which shows that rules are needed. There aren't very many rules in the Pokémon game as you don't really do much more than the story mode which doesn't have very many rules. Most games that are online have some kind of rules as they don't want anyone to stand out and be better like using hacks, this is a main thing that most online games like GTA struggle with as there are a lot of people playing the game and it is hard to keep up with everyone. So they have enforcers and Moderators who are in the game and it is their job to make sure that everyone behaves correctly and doesn't make anything bad. They are usually normal players but they have some extra commands that can stop people. Rules are placed within video games for the player to understand on what and what not to in the game for the character to progress within the game without getting killed for instance. It also set boundaries in the game so that the player can't cheat in a game or alter the game on how it's played so they gain an advantage over someone who is playing the game within the rules of the game. Rules can be put in place so that people can't cheat and hack and if you don't follow them you can be banned from playing the game and this isn't a good thing as you are wasting £50 worth of gaming material and you ruin it for yourself.

Difficulty

The difficulty of a game appears in an offline game mode. This is so the user can change the difficulty of the game in other words how hard the game is to suit the ability they can play at that level. In some games as the more advanced you go the harder it is and this can be difficult to work with. All the Pokémon games have the same difficulty level as there are a lot of people that will play at different ages and they don't want it to be so hard for people. The Difficulty in the GTA story mode can be increased and decreased to give you some different rewards but you will have to keep up to that level, if you want more it can get harder and this is very confusing for the people that are playing it, but when you're playing online you are just playing at the level that has been automatically set up. Difficulty is something that makes the game good for some people as it can just be a big challenge for them. This makes it good for the people who want the games to be as realistic as possible. Gamers will have different skills and skill levels and believe that the game may be too easy or hard, so developers have put time and research into most games a difficulty setting, which the player can determine the balance of the game which it will be playable for the gamer, thus affecting the gameplay and can be altered throughout the game, if the AI becomes too
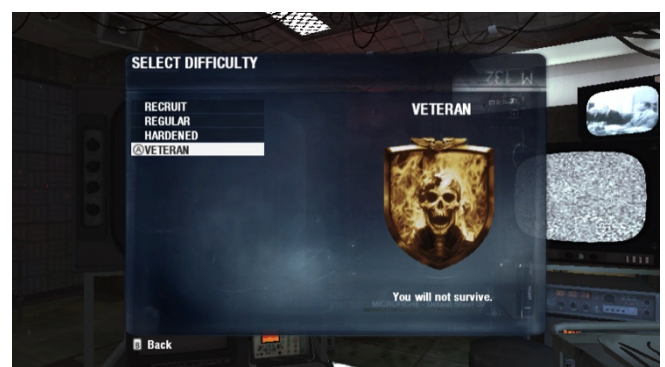
challenging/easy for the player, As they go through the levels the difficulty will get harder as you will be putting more advancement into the games. the wave of enemies increase in numbers and become stronger in terms of health and accuracy of attacks, this keeps the gamer immersed in the game making the objective more challenging, there are many ways you can make the game harder and difficult but they where just a few.

Game Mechanics

Inventory- Inventories allows players to store a certain amount of items on them. It also means the inventory can be accessed any time during the game.

The Pokémon game has an item holder like an inventory it is a bag and they have different compartments with the different items and moves that you collect along the way. Pokémon is in the inventory as you can capture more and then then get more things. GTA V has an interaction menu that you can open to change outfits, get cars and then you can get the guns out from your inventory and then this is how you fight people, the inventory is an important thing as you need something to look after all your items/ stuff.

Scoring - Scoring is used throughout games to control the outcome at the end, the player has the ability to see how good they are based on the score. This is usually on a multiplayer game where would be a scoreboard. In the scoring in Pokémon is mainly the stats in the Pokémon and then you can score with the higher level from other people and the scoring doesn't really count. GTA has a 1v1 team death-match and this is how you can score and then you can beat all the other people.

Win Conditions - They appear in the multiplayer mode but firstly in single player may be something like a time limit, a certain amount of kills, or something else. But typically in multiplayer it's a point score system, or even time where there is a cap so that if you get about 75 kills you definitely win. This kind of conditions don't really effect to the Pokémon games or GTA V. The conditions do effect other games like COD and MWF.

Balance

In game design, balance is the concept and the practice of tuning a game's rules, usually with the goal of preventing any of its component systems from being ineffective or otherwise undesirable when compared to their peers. An unbalanced system represents wasted development resources at the very least, and at worst can undermine the game's entire rule set by making important roles or tasks impossible to perform. You need to balance out your teams and they need to have lots of people to make the game fun, this

only works for multiplayer games, the Pokémon game doesn't really have anything to balance out. Whereas GTA in the 1v1 death match and the challenges and other races are they are all balanced out so they are the same level and you don't go up against people who are level 300 and aren't in any problems.


Feedback

Feedback is essential to games so you can get some information on how to make the games any better. The games need to be good as they want people to be interested. All the Pokémon games have had some feedback along the way as the graphics have been good, the feedback has been used to make more games and this have therefore made a new type of different things. The feedback can be done through the Nintendo website; you can also upload your own Pokémon ideas that you want to happen in the next game. This site is good as you can give feedback on a lot of things before the next game comes out. The feedback for GTA is done through the same process as the Pokémon game through their website which is the rock star social club. The feedback from game critics are from their own websites and there are a few of these but they can say what they thought about it and they will get some feedback about the kind of gameplay styles and they can also give away some help towards the new players that want to play but they don't know what they want from the game or they want to know about some things.

Game Structure

In modern games complex structures are involved, players are given a massive range of settings and so on in order to play their game the way they want, the games structure needs to have something. Grand theft auto the player has the ability to free roam a map in online mode, they can pretty much do anything you'd do in real life which is a massive complex generated game, so this is a lot harder that Pokémon which is less complex and this is easier to play as the structure is better.

Settings is in the Main Menu and then you can go through the following modes Single Player/Arcade/Multiplayer. This stage continues until the end of single player through to the Credits. That is single player it is a lot more complex for a multiplayer game mode, further rewards, challenges and so on are at the mission stage and will be completed there as well as in an arcade or multiplayer section. The complex the game structure the better the game will be towards the end. The structure is good for the whole game.
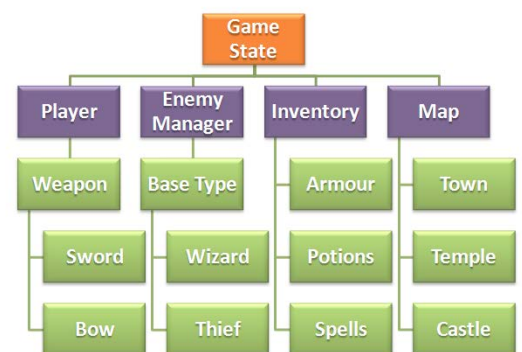
<u>Addiction</u>

Gaming addiction is like when you are addicted to alcohol and you then can't stop playing but this is a big habit that then people can't stop and a lot of people get upset when people can't stop and then they can be detached from the game. The gamer may find physical reality unapproachable for different reasons and would rather much prefer the use of virtual world to connect with new life inside a game and then connection with real life is lost and then they can't stop playing it. Gamers who play MMO's (Multi-player Online a lot will then develop some emotional attachments with online friends and activities which allows them to meet, socialize and exchange ideas through games as they prove to have common interests. Once this happens you find it even harder to get out of the cycle and then you have to get medical help to stop them. YouTube and Twitch gamers do often have withdrawal problems and that's why they play the game to stop this from happening to them, that's why most people hop throughout different games so they don't get to badly hooked and then leading to addiction.

When players become hooked to the game they become Addicted, as it is very unhealthy can have a negative impact on the mind and body of the gamer, they can be being physically ill due to the health of them and they aren't paying attention to nutrition and will just eat junk food. Gaming addiction is classed as an illness and that doesn't help with the competition within a video game. This can also make the player attached to the game as they believe that playing it more will make them better and beat everyone they face. These people might not go to sleep as they want to beat their friends in the game. Video Game developers may purposely make the game addictive as they want their game to be the most played video and more popular in comparison to the competition. This isn't helpful but they do this so that people will buy their game and they might get more money through the use of in- store money.

There are two major types of video games and therefore two major types of video game addictions. Standard video games are generally designed to be played by a single player and involve a clear goal or mission, such as rescuing a princess (Mario). The addiction in these games is often related to completing that mission or beating a high score. But the other biggest one is associated with online multiplayer games. These games are played online with other people and are especially addictive because they generally have no ending and you can carry on until the end of time. Gamers with this type of addiction enjoy creating and temporarily becoming an online character, this might be due to that it can be a role playing game (RPG). So they will often build relationships with other online players as an escape from reality, just for a bit, but then they can't stop. This community may be the place where they feel they're the most accepted. Some people with depression and anxiety use the gaming world to make them happier and then they get to attached to this idea and then they have problems with withdrawal later on in life.