

Donkey Kong (video game)



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Reviews




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DONKEY KONG (VIDEO GAME)



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Alphascript Publishing Dez 2009, 2009. Taschenbuch. Book Condition: Neu. 220x150x12 mm. Neeware - Donkey Kong is an arcade game developed by Nintendo, released in 1981. It is an early example of the platform genre, as the gameplay focuses on maneuvering the main character across a series of platforms while dodging obstacles. In it, Jumpman (now known as Mario) must rescue a damsel in distress, Lady (now known as Pauline), from a giant ape named Donkey Kong. The hero and ape later became two of Nintendo's most popular characters. The game was the latest in a series of efforts by Nintendo to break into the North American market. Hiroshi Yamauchi, Nintendo's president at the time, assigned the project to a first-time game designer named Shigeru Miyamoto. Drawing from a wide range of inspirations, including Popeye and King Kong, Miyamoto developed the scenario and designed the game alongside Nintendo's chief engineer, Gunpei Yokoi. The two men broke new ground by using graphics as a means of characterization, including cut scenes to advance the game's plot, and integrating multiple stages into the gameplay. Despite initial misgivings on the part of Nintendo's American staff, Donkey Kong proved a success in North America and Japan. 196 pp. Englisch.

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