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technology like smart
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A game is a structured form of competitive activity that is designed to help people learn about certain subject matter, expanding notion, eager to do some challenging, understand the present and historical event or tradition, or assist them in learning a skill as they play. Games are designed to facilitate interaction between players for entertainment or for educational, exercise or experimental purposes. Goals, rules, interaction and challenges are made for designing a game.

Mental or physical stimulation is generally involved in game design to help develop practical skills, for educational purpose and psychological role.

Physical activities are progressively influenced by technology. Embracing the technology widely spread in 1998 as more than 70 million US adults who were active users of the Internet and the numbers are increasing rapidly in the US and other countries. Evolution in games first began with the computer games, then video games came into being and now is the time period of advanced progressively android games and IOS games. Time to time technology advanced itself and so many changes occurred with the needs of the people.

So many daily routine physical activities like automated household appliances, elevators and escalators rather than stairs, television and computers for entertainment etc are being replaced by modernistic technology like smart phones. It also contributed in the drop down of fitness levels and health issues raised up due to lesser physical work in daily routine. But due to widely spread technology of android apps and games, help you to stick to your healthy routine diet and activities, to stay motivated and progressively succeed. For human social interaction games are one of the

earliest forms. Integrally played role of it first started with indoor-outdoor games like tennis, football, cricket, badminton, boxing, squash etc. Then come the time period of computer games. Present era is the time of designing games for smartphone and android. Games are the oldest forms of human social interaction which allow people to have an immediate vivid imagination and physical activity.

The oldest human evidence of gaming were found in 3500 BC in ancient Egypt. The evolution of video games started from 1970's and with time it became innovated (Fig. No.

1) A 2d animated android game is designed for healthy and knowledgeable guide that help teenagers about the nutrients intake by differentiating healthy and unhealthy food. A very good definition of game by Collins dictionary is as follows: "A game is an activity or sport usually involving skill, knowledge, or chance, in which you follow fixed rules and try to win against an opponent or to solve a puzzle." 3 4. 1 Video Games The world's first video game console is Magnavox Odyssey (Fig. No. 2) developed by Ralph H. Baer in 1972, a home video game system based on the "Brown Box." It featured a few simple games, such as chase game, checkers and shooting game using a rifle peripheral device.

The system has 2 paddle controllers usually associated with board games. Odyssey also came with non-electric game accessories like dice, deck of cards, play money and poker chips. It is also capable of limited graphic capabilities of displaying three dots on the screen in monochrome

black andwhite, with differing behavior for the dots depending on the game played andwith no sound capabilities.

It was a huge success, selling over 700, 000 unitsin the first three years of production. 5Video gamesfirst entered in the consumer market in 1970's6. First commercial arcade video game, Computerspace (Fig. No. 3) by Nutting Associates, was introduced in 1971. Atari became the first gaming company to really set the bench mark for a large scalegaming company.

In 1975 Atari introduced Pong (Fig. No. 4) to the arcades. It wassort of like tennis and we would spend hours playing it.

Pong was a hugesuccess when it came out. Opening door to the future of video games7. 1977 released their first console Atari 26008. It brings variety to the home with its game cartridges. It consists ofjoysticks, different games, colour games and introduced video games toeveryone. For a decade UScompanies dominated both the arcade and video game markets. Japanese company, Nintendo, released its 8 bit Famicom console (Fig. No.

5) (renamed the NintendoEntertainment System for the US market) and another, Sega, released its 8 bitSega Master System in 1987. By the time Sega had released its 16 bit Mega drive(known as Genesis in the USA) in 1989 and Nintendo had released its 16 bit Super Nintendo Entertainment System (" SNES")(Fig. No. 6) in 1991, the Japanesecompanies were enjoying an increasingly firm grip on the global video gamesmarket. Lead by Sega and Nintendo, the games industry reached its cyclicalzenith around 1992/3 with combined sales over 55 million hardware units.

1989 With the arrival of Nintendo's Game Boy mobile gaming goes on prevailing (Fig. No. 7). It goes on to sell 118 million units. 1994 Engineered to accommodate rapidly improving graphics, Sony's PlayStation changes gaming and launched in 2000, PlayStation 2 sells 150 million units. 10 Gaming industry ranked the 3rd largest industry of the world. Through the sales of different systems and genres, the video game industry has a major impact on the economy. Games can have a huge impact on its followers and players.

People are getting so much involved in games that they try to copy the characters. Physically and mentally games are leaving impact on the people rather than watching a movie or TV. Today in the U. S. 97% of teenagers play video games, and sales of games are rapidly growing. The native video game industry brings in nearly \$12 billion a year. 11 The "positive" impact on the user is that video games may help them to improve their manual capability and computer literacy.

Ever new emerging and improved technology provides players with better graphics that give a more "practical" effective playing experience. 4. 2 PC Games Early 1984, PC game market had created because of the advent of reasonable and programmable home computers by Commodore (Fig. No. 8) especially in the UK, by BBC and Sinclair.

At the end of the decade, computer games market developed itself and replaced the home computers by growing use of IBM-compatible PCs in the home and the cheaper and more games-orientated Atari ST and Commodore Amiga range of computers. In the PC games market continuous hardware evolution occurred but it never affected by the swift downturn

experienced by video games market. By 1994 the PC was the most important computer games platform and with the video games industry in decline had become the most important games platform overall. 124. 3 Android Games Android is the most popular smartphone/smart devices platform in the world. Due to the widespread of technology, computer has been improved and it assimilates into nowadays advanced technology like tablets, touchpads and mini pads. Most of the tablets are powered Android OS system to execute android programs. In years, Games are also being implemented by the use of the World Wide Web.

New faces, styles of games or apps are being discovered and developed by the developers which most of the people were looking for. Android tablets, smartphones and touchpad have attractive features of game. Common user may be curious to explore the different version, style games and enjoy from it. From the famous Facebook game CANDY Crush, tablet games Plants versus Zombies, Temple run, Bubble Mania, and Angry Birds, people get to explore and download games that might fit to their needs to lessen the boredom and also to educate themselves. 13