Platformers
Snakes & Ladders

• Indian board game originally titled Moksha Patam.

• Emphasized the role of karma.

• First platformer?

• Start at bottom work to top using ladders and platforms.
• Space Panic
• Universal
• Developer Unknown
• 1980
• Dig holes in platforms and lure aliens in.
• Donkey Kong, 1981
• Nintendo
• Shigeru Miyamoto
• DK replaced “Radar Scope” which was testing poorly with American audiences.
• “Jump man” rescues Pauline.
• Slanted platforms
• Introduced jump mechanic to platformers
Outsourced?

Later sued Nintendo for illegally producing extra Donkey Kong games without its consent. Nintendo also reverse engineered their code to create Donkey Kong 2.
Universal Studios sued Nintendo for trademark infringement.
The KING of KONG

In the cut-throat world of Donkey Kong, only one man can rule.

“You will LOVE this movie”
Peter Somovski, Movie

“Roaringly funny”
Peter Travers, Rolling Stone

www.billyvssteve.com
Why Donkey Kong?
Mistranslation?
Monkey Kong typed as Donkey Kong
• Mario Bros, 1983
• Nintendo
• Shigeru Miyamoto, Gunpei Yokoi
• Named after landlord in NES’s American office.
• Miner 2049er
• 1982
• Bill Hogue
• 10 different screens (2x DK’s size)
• Beer Run
• 1981
• Sirius Software
• Lode Runner
• Doug Smith
• 1983
• One of first games to include a level editor
• Collect all gold in a level
• Ratchet & Clank
• Brian Allgeier
• 2002
• Insomniac Games
• 3D platformer
Patterns

• Games progress through levels.

• Early platformers went top to bottom. Later progressed to left to right.

• Players must defeat obstacles, solve puzzles.

• Players given a number of lives