

Name _____

Pixel Pioneer: The Gaming Odyssey of Tiko Mamatoki

Multiple Choice Questions

1. How did Tiko's love for video games begin?
 - a) Playing with action figures
 - b) Watching movies
 - c) Reading books
 - d) Using a joystick to play games

2. What did Tiko create as his first game?
 - a) A 3D adventure game
 - b) A 16-bit RPG
 - c) A simple 8-bit platformer
 - d) A virtual reality simulation

3. What inspired Tiko to go indie in the gaming industry?
 - a) A desire for financial success
 - b) A love for working with industry giants
 - c) A desire for fresh ideas and innovation
 - d) A fear of competition

4. What did Tiko learn from the challenges he faced in game development?
 - a) To give up when things got tough
 - b) To avoid debugging at all costs
 - c) The art of perseverance in the face of adversity
 - d) That setbacks were a sign to quit game development

5. What was the highlight of Tiko's game design career?
 - a) Creating a simple 8-bit platformer
 - b) Joining a team of like-minded developers
 - c) Releasing a blockbuster game that captivated players
 - d) Becoming a famous movie director

