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FUNDEMANTALS OF GAME DESIGN

Introduction. Game design is the process of creating video game concepts, rules, and mechanics that determine how a player interacts with the game. It is an extremely important part of the industry that requires not only technical knowledge but also a creative approach to building game worlds, plots, and characters.

The aim. To create game systems that provide not only entertainment but also challenges that stimulate the development of player skills and strategy.

Main material. To create a game, first of all, you need to play other games and understand their mechanics, and then you create your own games based on the research of other games. To create your own game, first of all, you need to decide what target audience the game will be created for. For example, if the game is for children, certain aspects should be taken into account, such as the game's difficulty levels, the game mechanics should be simple and clear, the colors in the game should be brighter for better color perception. For more experienced players, you can create more complex levels and game mechanics. You can develop a gradual level of difficulty or choose the flexibility of the game levels for easy use, which will be useful for beginners. But do not forget about people with disabilities, games should include certain modes, color correction, adaptive control settings, and other factors (Adams, 2010).

To understand the gameplay, you need to understand the game's economy, and there are game designers for this, but this is not enough, to create a game designers have to collaborate with programmers and scriptwriters and level designers. But the game designer has to create the economy on his own, this is the essence of the game designer's

work, he develops mechanics (combat mechanics, strategy, interaction with the environment, etc.) to create a game system. For example, Brawl Stars is a children's game, but it requires no less important skills and strategies. The mechanics of the game itself are not very complicated, but much depends on the complexity of the game modes and the mechanics of the brawlers that players control (Schell, 2020).

One of the equally important aspects is resources, almost everything in the game can function as a resource (money, energy, time, or units that players control), in short, everything that a player can collect is a resource, but it is important to remember that not everything can be a player-controlled resource (platforms, walls, scenery, etc.).

The visual appearance of the game is one of the most important things, the player should feel a certain atmosphere of the game and emotionally connect with it, it can leave a certain memory of the game. Style, music, effects, font style in the game, character design, it is greatly influenced by the player's further perception of this character. The use of the internal economy to complement the game, physics makes up most of the core mechanics of action games, physics is used to test the player's agility, timing, and accuracy (Adams, 2014).

Most games use a simple economy to create reward systems: to reach a certain goal or complete a level, you need to collect something (certain resources), and the designer can place all these resources on his game map. However, it is important to take into account certain aspects of games. It's wise to create certain tasks and rewards for players so that they don't feel cheated. As a developer, it is your responsibility to balance the risks in tasks with the rewards.

Game design is not a complete stage, testing the game in the early stages helps to eliminate errors or glitches, sometimes this is done not only by game testers but also by real players to give feedback (Adams, 2009).

Monetization can also be included, it can be in the form of direct purchases, for example, the purchase of the game itself or certain goods in the game itself (cosmetics, etc.).

Game design is a complex discipline that includes many aspects: from game mechanics to emotional impact on players. A successful game designer should be able

to combine these elements to create an exciting, interesting, and balanced experience for players.

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THE IMPACT OF AUTOMATION ON THE TRAINING OF GARMENT PRODUCTION SPECIALISTS

INTRODUCTION. In today's world the garment industry is undergoing a period of rapid transformation driven by globalization and the development of digital technologies. Automation of production processes is becoming not just a trend, but a necessity to ensure the competitiveness of enterprises. The introduction of CAD/CAM systems, robotic sewing machines and automated cutting systems changes the requirements for the qualifications of specialists, creating new challenges for the education system. (Колосніченко, 2010).

The relevance of this topic is driven by the need to adapt curricula to the requirements of the modern labor market. Outdated teaching methods and a lack of practical skills in working with modern equipment mean that graduates of sewing specialties are not ready to work at automated enterprises. This, in turn, hinders the development of the garment industry in Ukraine and reduces its competitiveness in the global market. (Бабич, 2021).

THE PURPOSE OF THE RESEARCH: to determine the need and directions of modernization of curricula for training specialists in sewing production in the context of automation.

DISCUSSION AND RESULTS: driven by rapid technological advancements, the apparel industry is actively implementing automation to ensure the competitiveness of its businesses. The key technologies transforming the industry are CAD/CAM systems that optimize the design and production of garments, automated cutting systems that ensure accurate and fast cutting of materials, and robotic sewing machines that can perform complex sewing operations with high precision (Швкомуд, 2023). Automation can significantly increase productivity and quality of production, reduce labor costs and minimize the human factor. However, the introduction of automated equipment requires significant investment, skilled maintenance, and may lead to job losses. It can increase production volumes, optimize