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In the early days of video games, game developers often had to solve many of the same problems in hardware. software designed to work with graphics processing units and other video and disk storage was first needed for games, but was soon used for many different applications. Despite the large number of first-generation games that used graphics rendering by human artists or created similar results with scanned line art instead of full 3D models, the first video games to be marketed with the hardware in mind were known as sprite graphics systems. Sprite graphics worked in much the same way as vector graphics did, but instead of storing pixel-level detail of a 3D model, game designers used bitmaps that used the size and attributes of smaller subimages to generate an illusion of a continuous 3D model. These systems predated three-dimensional graphics hardware, and were often found in early 8-bit microcomputers, such as the Commodore 64, the Apple II, and the TRS-80 (each of which had sprite graphics capabilities). Some of the earliest game console systems, such as the Magnavox Odyssey² and the Odyssey² Laser⃞, could play 8-bit games with these systems. Games such as Lunar Lander and Asteroids were developed for use with these systems. More modern developers with sophisticated personal computers often used custom software, usually written in assembly language or a higher-level programming language like BASIC, that performed the same function as the hardware and often had a significantly

less difficult interface for the user. One notable exception was the 1980s game engine known as Wolfenstein 3D, which went on to become a pioneering work in the first-person shooter genre. This game was initially programmed for the C64 but the port for the Atari ST and other platforms also used Wolfenstein 3D's custom software engine. This was a departure from most other games of the era, which instead relied on the primitive Game Boy's hardware to provide 3D graphics. These graphics capabilities were eventually extended through the use of overlays. The first overlay graphics system was created for the Commodore 64 in 1982 and was known as the Graphics Generator (GG), which was based on a system created by John Carmack and Bob Whitehead. Like the C64's GG, Whitehead's Overlay Development System (ODS) required the programmer to write code to generate an overlays in bitmap format, which was then loaded into a graphics controller and displayed as a 2D image on the screen. The OSD

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