

When developing their convertoplan, Chinese engineers and scientists originally planned that the aircraft could be used both in the civilian and military spheres, so that it could be not about dozens of produced air assets, but about hundreds.

Experts do not exclude that the Chinese "Bobtail" convertible will pass its first flight tests by 2021, and by 2023 will begin to be actively used, that is, within only 5 next years, another type of flying can be actively used in the world apparatus.

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ENVIRONMENTAL ECONOMICS AND ITS IMPLEMENTATION IN THE WORLD

Modern society does not often contemplate about the rational using of natural resources. But, first of all, everyone should think about preserving natural resources. There is an environmental economics for this. Unfortunately it is seldom remembered about nowadays.

Why are we really not able to save natural resources? The most important reason is that it is necessary for us. We must protect the nature in order to continue to use its resources as long as possible to save them for future generations.

Firstly, I guess that we have to minimize the using of natural resources. To do this, we need to find or create artificial substitutes of them that are suited for application in the society's life in the best way. It will save natural mineral resources, without changing the welfare of people.

Secondly, each of us should keep an eye on the rational use of resources that we remove from the environment. At present people very often take the depths of nature, but then destroy them even without usage. Is this an economy of nature?

Now people can't save resources that are received from nature. They infinitely use them, with misunderstanding that everyone can always get more and more. If we do not follow the paradigms of the environmental economics, we will bring to the brink of extinction or even exhaust all natural resources, which is already left in a small amount, because nature does not have time to meet the needs of people.

The American economist L. Raff wrote: "Pollution is primarily an economic problem that should be defined by economic terms." It is impossible to disagree, because due to the foolish using of natural resources, people suffer significant economic losses, and nature is going through the huge ecological catastrophes.

To my mind, we should change the environmental economics into an economy that would pay more attention not to the utilization of the environment, but to preserve and protect it. Then it would be possible to specify the goals of this science, to devote more effort to their achievement and to determine their own economic value of the environment.

It should be noted that when a person uses natural resources inefficiently, he spends

more money, comparing with income, on their recovery. It also affects the profits of enterprises.

So we must completely revise the environmental economics, its main tasks and methods. It helps to understand more precisely how it is possible to save resources, without natural disasters.

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NEW TRENDS IN MODERN GAME DEVELOPMENT

Nowadays video games and computer technologies are deeply penetrated into our life. Role of video games cannot be overweighed in 21st century, when every child, teenager, adult and even elder generation know about video games industry. Many users even prefer virtual reality to “reality” where they were born. It is the problem and advantage of gaming at the same time. In fact, game design has a set of problems, which need to be solved in the nearest future, because the next decade might just be the golden era of game development.

But, firstly we need to understand what means to be a game designer. Many people may think that game design is about writing the actual game, which is not the case at all. In fact, game designer is a person, who is able to hold together the vision of experiences into one project. What emotions, what experience, what story do you want to tell – these aspects are necessary to develop a valued project. Understanding aims and crystal vision of final stage of game is what can make game a history.

There are a wide range of any kind of games from expansive (Call of Duty: WWII) to one-person-created games. But in 2018 users are much more demanding than they ever were. New year outcomers are requested to be more interesting, dynamic, beautiful. They meant to be games as service.

The first trend of this year is “game as a service.” Such kind of games designed to consume every free hour you have. With titles including Destiny 2, Diablo 3, Grand Theft Auto Online, and Splatoon 2, these games continually receive new content and new reasons to keep you coming back. Games as a service want to keep you playing – and keep you paying. When you are in such game, all events, rates and even map positioning itself to fill user into virtual world. With games like Anthem, Sea of Thieves, and Skull & Bones heading our way this year, you can expect “games as a service” to keep trending in 2018.

By the way, games with multiple endings are trending now too. If you don’t get what it means, remember your favorite life moment or book, story. Humanity being always want to replay favorite things. This aspect related to video games too. If game concept, story mode, design and battle system are made properly and touching, be sure that user going to replay this game time after time. But, you know that one storyline is boring to play many times. That is why developers made dynamic storyline depending on user’s