

Breakdown of Game Genres

- Action: twitch games
2d / 3d
key skills – reaction time and hand eye coordination
simple in style
some with shooting / some without
first person shooter (FPS),
common elements: lives, reaction tests, hand-eye coordination
levels and checkpoints, lives, energy and time limits, score, powerups and collectables, the big boss
perspective: viewpoint of avatar(quake) 3rd person (Mario) 2d (frogger)
examples: centipede, doom, pacman, gauntlet, frogger
- strategy: root to cousin the board game
classical turn-based and real-time strategy
play more consistent and based on set rules
common elements: theme, presentation layer, perspective
themes = conquest, exploration, trade
interaction: usually on large scale (not a single avatar)
perspective: usually 2d (top down) or 3d (isometric)
examples: civilization, battle master, warcraft
- role-playing: computer role-playing games (CRPGs)
like their cousin the strategy game
key elements: configurable player-characters who improve w/ experience
strong storylines
common elements: character and story
theme = only you can save the world!
Settings: tolkien-like, sci-fi
perspective: started as top-down now in isometric 3d
examples: Diablo, final fantasy series
- Sports: emulate real-life sporting event
Odd-balls that mix fantasy and sport
Rules generally like the sport played
Competition modes: single player, competitive, cooperative, teams
Multiplayer action
Common Issues: physics, athlete ratings, copyrights, audio commentary, injuries, instant replay, camera difficulties on wide areas, home field advantages
Perspective: first person, top down view (god-like)
Examples: Madden Sports

- Vehicle sims: flight simulations earliest games
 Flight (military or civilian categories); vehicle (organized or imaginary racing categories)
 Purist simulations and casual player sims
 Goal is that player experience controlling vehicle so rules are laws of physics; added to some is battle or competition
Common issues: how to handle damage, weather, time, sense of speed (speedometer), roadside objects, sound, persistence
 competition modes like that in first person shooter (solitaire against artificial competition, multi-player death matches, team-based play)
Perspective: pilot/driver view, cockpit-removed view, chase view, rear, side front view, free-roaming camera (used in instant replay)
Examples: Microsoft flight simulator, mechwarrior, gran turismo
- Other sims: construction or management (god) sims
 Game about processes
 Goal is to build something; rules based on internal economy and emergent behavior
Economy: system in which resources are produced consumed and exchanged. Primary resources is money
Key elements: drains (activity which consumes resources like construction or buying), converters (location or activity that turns one or more resources into another such as taking flour and water to make bread), deadlocks (when you need a resource to continue construction), static and dynamic equilibrium (system can have activity or not when left alone), disasters (tornado, godzilla)
Example: sim city, age of empires, the sims, theme park
- Adventure: not competition or simulation but an interactive story about a character who is controlled by a player
 Descendant of game 'adventure' –share exploration, collection and manipulation of objects, puzzle solving, and a reduced emphasis on combat and action elements
 Adventure is text based game
Common elements: setting (contributes to entertainment value and creates the world the player is going to interact with), emotional tone (humor, dark, etc.), inventory, conversations, maps
Perspective: context sensitive (depicts avatar over a static background and when avatar walks through door or off screen background changes to reflect new environment –leisure suit), first person (from the eyes of avatar – myst), third person (keeps the avatar in view but in cases where camera swings from behind to side etc. – spyro the dragon)
Player role: mix of puzzles and game activities, simulations etc.
 Structure is branching story with limit of branches = economics of game creation
Story: heroic quest, dramatic tension, death issue, challenges
Examples: adventure, myst, monkey island, leisure suit larry
- All others: artificial life, puzzle games, etc.
 Artificial life: sim city, sim earth
 Puzzle games: cd-rom games

On-line: have persistence and multi-players from around globe
Multi-player online roleplaying games (MMORPGs)
Player social chat, human intelligence vs artificial intelligence,
network play
Common Issues: misbehavior, servers crash, baud speed, content (keep them interested) and customer service
Examples:Ultima Online, Everquest

Horror Genre?

Trivia Genre???

Example Web Sites

<http://www.arcadepod.com/>

<http://www.blendergames.com//phpBB2/index.php>

<http://www.shockwave.com/>

<http://www.ifiction.org/games/>

www.the-underdogs.org/

www.exploratorium.edu/webcasts/gamersclub

www.newgrounds.com

www.candystand.com

