

Consider the following questions based on the genre your group is discussing. You should make reference to the reading you have completed this week in your discussions. You can either answer these questions about the whole genre or concentrate on one or two examples you are familiar with.

1. Name some games that are in this genre.
2. What do you think is good about these games?
3. What do you think is bad about these games?
4. Are these games single-player or multi-player? Why?
5. Do these games have a plot? How detailed is the plot?
6. What are the motivations and objectives used in these games?
7. What are the players roles in these games?
8. What is the difficulty curve like in these games?
9. Where do you think design inspirations come from for these games?
10. What can you learn about game design from studying these games?