**CSC 5430**

**Lecture**

**Assignment #3**

**September 16th**

**20 points**

**Due September 23th**

**2019**

**5 points each.**

**1. Genre classifications can vary considerably. Look at those classifications from Mobygames (**[**www.mobygames.com/browse/games**](http://www.mobygames.com/browse/games)**), Steam (**https://store.steampowered.com/tag/browse/**), and the Android, and IOS stores for mobile phones. What genres are present and absent from the different locations. What accounts for these similarities and differences in terms of the audiences for the different sites? Explain.**

**5 points.**

**2. What is your favorite genre? What types of challenges are most commonly associated with that Game Genre? What Game Genre is you least favorite? What the challenges associated with games in the genre that are less interesting to you? Explain using concepts form the text and lectures.**

**5 points.**

**3. Create an Elevator Pitch for a “MOD” of the Island Racer Game described on pp: 99-102 of Geig. The Mod description should incorporate the extensions described on P: 114.**

**They are:**

1. **Add multiple finish lines and place them in a way that allows the player to make more choices.**
2. **Modify the terrain to contain more and different hazards that are built like the water hazard including its script.**
3. **Use multiple spawn locations and make it so that some of the hazards move the player to a different spawn point.**
4. **Modify the sky and textures to represent a different unique and alien world from the original.**

**Use the “Game Elevator Pitch” format given in Lecture for this assignment.**

**5 points.**

**4. With respect to your Game Pitch above, do the challenges and actions that you want to offer your player suggest that your game belongs in one or more specific genres? What are the gameplay actions that your player will be performing most of the time, such as driving or shooting, that would suggest the game belongs in a particular genre? Explain.**

**Submit to the CSC 5430 “Assignment 03” folder Canvas by the Due Date for full credit. Follow the submit instructions in the syllabus.**

**Do not copy other (current or former) students’ homework assignments. Do not seek solutions to homework problems from the internet. To minimize this temptation, always type up your homework answers by yourself.**

**1)**

We have to do to 3 different platforms. Indeed MobyGames is a site that lists all video games on all platforms since the beginning of the history of video games until now. This is the only goal of the site, we can not buy games on it. Steam is a platform that lists games designed to be played on computer, you can buy games on steam, read reviews and even noted these games. On steam we could find the kind of game said independent. These are games made by programmers who are not engaged by game studios, we can posted games on steam and precisely for that the independent category has been added. For IOS and android platforms, we will find different game categories specific to phones. Currently the fashion of mobile games, are the games that have been adapted on this platform as Fortnite, PUBG and more recently call of duty. Also a player goes on MobyGames to find more reviews on the game he wants to buy, to learn about the gameplay, the story and see if the game can please him. When a player goes on steam he can buy the game to play it and the same goes for mobile games.

**2)**

My favorites game genre is the MMORPG. What I like most about this game is the fact that every action a character makes will have an impact in the world he's playing. Currently the biggest challenge of this kind of game is computer-controlled enemies also called NPCs. The weakest are called the trash and the stronger the bosses. We have to fight to advance the story of the game and be able to watch exclusive cinematic. There is also the fact that it is necessary to manage his money so as not to have any problem for the repair of his equipment or to buy consumables. The biggest challenge will be not to behave badly in the chat rooms to not have a bad reputation, otherwise we can be removed from all groups that will conquer the raid. The kind of game I like the least I would say is the puzzle game. I do not like being stuck for several tens of minutes in a level. The only challenge of a game of this type and solve some headaches that we will make advanced in the game.

**3)**

This game mod will be for the most experienced players.

It’s a mod for a racing game.

This game will be available on PC only because we can’t mod a PS4 nor XBOX One ( sorry guys PC always win ).

Indeed it will be necessary to know the basic game to be able to appreciate this mod at its fair value. Each race will be different from the previous, using a system of generations of change of environment, the game will thus be able to create several finish lines, it will be the mission of the players to choose a line each line will bring back a reward to the player so he will have to choose according to his needs his line. Each race will consist of several environments, in the beginning it will be earth and then half of the water and finally snow. For the ground the player will have to know how to drift, for the water he will have to use his reflexes to use the booster to not take delay and for the snow he will have to be patient and not to use his maximum speed under pain of exit of ground. Also throughout the race there will be spawn sites. Some will be good for the players because the spawn will be able to teleport more forward in the race but others will be able to roll back it will be totally random. To add more fun to the game, the textures of the game will change with time in real life. If it is dark then the game's sky will be dark, if it snows then it will snow in the game.

**4)**

With the mod I invented the game genre will change a bit. A game of chance will come to settle thanks to the spawn that I put in place. But the main gameplay remains unchanged, it remains a car racing game. Then there are sub-genres that the game has as for example the multi-player online.