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**4.5 Exercises**

1. One notable Action game is *Call of Duty: Advanced Warfare*.
2. This game falls under this genre because it is a 3D first-person shooter with objectives that the player must complete throughout the game, i.e. repel the North Koreans from Seoul, rescue the President, complete the training, etc.
3. This game does not cross into other genres.
4. It is a very typical game of the genre.
5. One notable Strategy game is *Fire Emblem: Awakening*.
6. The game is turn-based, where the player makes choices based on the current situation on the battlefield and all the options available. There is less emphasis on graphics; more on story and options available to the player. On battle maps, the characters are all sprites.
7. This game contains numerous elements of the RPG genre; there is a growing range of characters to build a team as the game progresses, and the more a character participates in battle, the more EXP they gain, and every 100 EXP points brings them up a level, which in turn increases their HP, Attack, and Defense stats, among many other stats. You can obtain items in multiple ways and store them in a convoy to prepare prior to battle. Use of magic as well.
8. This game varies from the norm within the Strategy genre because the designers wanted to enhance the gameplay and design it as an RPG.
9. One notable RPG game franchise is *Pokémon*.
10. The game contains a party management system, where a “Trainer” the player’s own customizable avatar, must travel the world the game is set in (Kanto, Johto, Hoenn, Sinnoh, etc, depending on the version of the game), and has the opportunity to catch numerous species of Pokémon along the way to train and prepare them for future battles. Pokémon gain experience the more they battle, which in turn increases their HP, attack, defense, special powers, etc. Each Pokémon is also divided into a different “type” (Normal, Grass, Water, Fire, etc), with each type having different possible moves and overall abilities.
11. The franchise is purely RPG overall and does not cross into other genres.
12. The game is very typical of other games within the genre. It contains all the elements of a true RPG.
13. One notable sports game is *Rocket League*.
14. The game is a combination of soccer and a demolition derby, where the player controls a rocket-powered vehicle as they attempt to guide the ball toward the other team’s net to score. Uses match play, like other sports games. Casual and competitive game modes. Not so much focus on realism.
15. This game does not cross into other genres.
16. This game varies somewhat from the norm of the genre because instead of human avatars, cars are used. This is designed to enhance the gameplay, stray away from full realism, and add depth and challenge to the gameplay.
    1. **Exercises**
17. One notable Vehicle Simulation franchise is *Forza Motorsport*.
18. The primary objective of the game is to control the vehicle, so physics are a key element. Very real simulations of race cars used in real life races. Racetracks are usually simulations of real cities. Interface includes speed, position, etc.
19. This game crosses into the sports and action genres because it is also a racing game where the player competes against opponents to get 1st place.
20. This game does not vary from the norm of the genre.
21. One notable Construction and Management game is *Sim City*.
22. This game has a sandbox approach, where the player must begin building a city from scratch and must make decisions to continually improve the city and make it a better place to live, which in turn will result in population growth. Extremely interface intensive, simulation of an economy.
23. This game does not cross into other genres.
24. This game does not vary from the norm of the genre.
25. One notable Adventure game is *The Legend of Zelda*.
26. This game is highly story-based. The plot revolves around Link, a young boy who is sent to collect all eight pieces of the Triforce so he can defeat the evil Ganon and rescue Princess Zelda to restore peace to the Kingdom of Hyrule. The player controls Link through the world, which he interacts with in many ways, such as opening doors and defeating enemies, which are key smaller tasks in this game. Character interaction is most often used when obtaining new items. Map system used.
27. This game somewhat crosses into the puzzle genre because it is like a maze that the player has to navigate to reach the end, and there are many hidden staircases and doorways to be discovered.
28. This game varies from the norm of the genre because dialogue complexity is not so present in this game.
29. One notable Puzzle game is *Tetris*.
30. This game is a falling block puzzle game, where the player must arrange the blocks as they fall into a tower, with points earned for each line cleared, and extra points for 4 lines cleared at once, which is a *“Tetris.”*
31. This game crosses into the “Fast Puzzle” category of Action games because it is a fast-paced game where the player often has to make quick decisions, especially if the blocks are near the top of the screen.
32. Tetris varies slightly from the norm of the genre today because it does not give the player any clues as they progress through the game.
33. One notable Online game is *Sonic Forces Speed Battle*.
34. This game faces the same disadvantages as other online games: the possibility of lag, packet loss, or disconnection from the match due to a poor network connection or other issues.
35. This game does not cross into any other genres.
36. This game varies considerably from the norm of the genre, as it does not support voice chat or text chat as an option, providing you with no way to communicate with your opponents through the game. There is also no peer-to-peer model for the time being, meaning that you cannot play with friends.