

## Tutorial – Game Mechanics

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All games have a unique rule set intended to facilitate gameplay. Games are typically made up of several rules (mechanics) and many can be categorised into different sections.

### Types of Mechanics:

To get started, the following is a list of simple mechanics that you may wish to choose from when designing the game you will make for your assignment:

- Turn based games (player has a limited amount of action points to spend per turn)
- FPS / 3rd Person mechanics - waking, running, jumping
- Physics based games - using physics to move other objects (like a marble track)
- A simple car racing game
- A simple side scrolling platformer

Having a look at existing games will give you a great idea of the types of things to implement. They don't even have to be video games - for example, a great turn based game is Magic the Gathering.

FPS games are pretty obvious - you have the Call of Duty series, Counterstrike, and Halo series just to name a few.

3rd person games can vary from game to game, but some good games to look at are the Zelda games, Tomb Raider, and the like.

Physics based games vary a lot, from the well-known Portal to lesser known indie games like Crayon Physics Deluxe.

Remember that games often combine mechanics to create new and interesting combinations!

### Research:

Take a look at various side scrolling platformer games on sites such as Kongregate (<http://www.kongregate.com>) or Newgrounds (<http://www.newgrounds.com>). Many of these games contain unique mechanics to set themselves apart from other side-scrollers.

The main question to ask when developing your prototype is “is this mechanic fun”? If it is, iterate and develop it further. If not, move onto something else! That's the beauty of prototypes - you can make and test several different mechanics rapidly.

If possible, try to select a core mechanic that pertains to the game that you want to make for your assignment!

For a more complete list of game mechanics, click [here](#).