Name:

R091: Game Mechanics

A	Game Mechanics
Mechanic	A common rule or method of operation in a game
Symmetric	Different players have the same abilities (eg Tetris)
Asymmetric	Different players have different abilities (eg Starcraft)
Capture the flag	Common variant of FPS games where one team has to take and defend a flag from the other
End of level boss	Particularly difficult enemy who needs to be defeated before completing the level
Checkpoint	Point in a race game where more time is given or in a scrolling game where you spawn from if you die
Unlocking	Making something (eg a new level or skin) available by completing a specific task
NPC	Non-player character. These can interact with the player in a limited way (eg Minecraft villagers)
Collection	Many games have hidden things to collect as side quests
Power up	Collected by a character to give a temporary upgrade
Extra life	Bonus life which can be gained through playing well
Invulnerability	Cannot receive damage
Resources	Something with value and scarcity in the game
Health	Decreases when you take damage. You lose a life or die when it reaches 0, but it can often be boosted
Lives	Number of tries you get before the game ends
Score	Number which measures your success
Time	This is often a resource in arcade or racing games

B	More Game Mechanics
Tutorial	Simple version of the game which introduces the controls
Turn based	One player takes a turn, then the other. Opposite of real-time. Eg Civilization
Collisions	When objects come into contact they might behave in a variety of ways
Upgrades	Improves an aspect of the player or equipment (eg engine, weapon)
Pay 2 Play	Game which becomes very hard unless you buy extra resources
Buff	Make a particular ability better
Nerf	Make a particular ability worse
PvP	Player versus player – multiplayer
PvE	Player versus environment – single player
Tech tree	A diagram of technologies and the order they need to be developed in
Dialogue Tree	A branching list of options for what to say when talking to an NPC. The whole tree is not visible to the player