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| **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 |

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| **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 |

R091: Game Mechanics

Name: