|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **C** | **Gaming Genres** | | | | | |
|  | | | **Key Ideas** | | **Examples** | |
| **Arcade** | | | General word for fast paced, action based games | | Space Invaders  Pac-Man | |
| **Education** | | | Designed to help learning | | Big Brain Academy | |
| **Racing** | | | Driving or riding round a course | | Gran Turismo Mario Kart | |
| **Puzzle** | | | Based on thought rather than action | | Tetris, Portal, Bomberman | |
| **Simulator** | | | Recreates a real experience | | FlightGear, SimCity | |
| **FPS** | | First Person Shooter – 3D world from the point of view of the character | | Doom, Halo, CoD |
| **RTS** | | Real Time Strategy – managing an army or civilisation in real time | | Age of Empires, StarCraft |
| **MMO** | | Massive Multiplayer Online – lots of online players at once | | WoW, Second Life |
| **RPG** | | Role Playing Game – thematic characters and story | | Skyrim, WoW, Zelda |
| **Sport** | | Based on a sport | | FIFA |
| **Indie** | | Independent publisher | | Undertale |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **A** | | **Generations of Games Consoles** | | |
|  | **Dates** | | **Major innovations** | **Examples** |
| **1** | 72-75 | | First consoles, all Pong variants | Magnavox Odyssey |
| **2** | 77 | | Software introduced on cartridges | Atari 2600 |
| **3** | 83-86 | | 8 bit processors | NES, Master System |
| **4** | 88-93 | | 16 bit processors, first PC games | Megadrive, SNES, PC |
| **5** | 93-99 | | 32 bit processors, 3D graphics | N64, Playstation |
| **6** | 00-04 | | DVD games, online gaming | PS2, XBox |
| **7** | 05-11 | | Motion sensing controllers | XBox 360, PS3, Wii |
| **8** | 12-20 | | Increased speed. Switch is a console and handheld in one | XBox One, PS4, Switch |

|  |  |  |  |
| --- | --- | --- | --- |
| **B** | **Gaming Platforms** | | |
|  | | **Advantages** | **Disadvantages** |
| **PC** | | * Keyboard and mouse provide a range of control options. * People have them anyway, so there is no barrier to gaming | * PCs are very different, so players get different experiences of a game |
| **Games console** | | * Designed for gaming, so very good graphics and sound * Specially designed controllers * Large display means an immersive experience | * Expensive * Games only reach people who have the console |
| **Handheld console** | | * Can be carried around * Opens the market to commuters | * Small screen, so less immersive |
| **Phone** | | * Everyone has one | * Small screen |

Name:

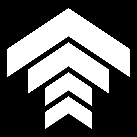
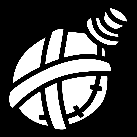
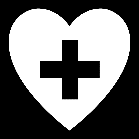
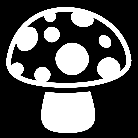
R091: Gaming Consoles, Platforms and Genres

|  |  |  |
| --- | --- | --- |
| **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 |

|  |  |  |
| --- | --- | --- |
| **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 |
| **Fog of War** | | Partially visible area of a map showing permanent structures (eg coast) but not units or players |
| **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 |
| **Cut scene** | | A scene where narrative is developed but the player is not in control, normally between stages of play |
| **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:



|  |  |
| --- | --- |
| **A** | **Aesthetic Features of Games** |
| **Aesthetic** | How something looks and feels (as opposed to how it works) |
| **Icon** |  |
| **HUD** | Heads Up Display – transparent display in front of the action |
| **Display** | Visual information about the game eg lives, score, speed, time etc |
| **First Person** |  |
| **Third Person** |  |
| **Top down** |  |
| **Scrolling** |  |
| **Feedback** |  |
| **Skin** |  |
| **Avatar** | A sprite which represents the player. Normally it can be customised so different players will look different |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

|  |  |  |
| --- | --- | --- |
| **A** | **Control Methods** | |
|  | |  |
| **WASD** | | Commonly used keyboard controls for PC games to move (↑←↓→) |
| **Point and click** | | Character moves to where the mouse is clicked |
| **Mashing** | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |
|  | |  |