fightingGames = high skill and strategy, low teamwork FPS = high skill and teamwork, low strategy MOBA = high strategy and teamwork, low skill	Class competitive implements videoGames int teamworkValue private void teamwork(int tenPointScale)		extends competitive Class fightingGames	$\frac{1}{2}$	Street Fighter Guilty Gear Tekken	
			extends competitive Class FPS	H	CS Valorant COD	
Interface videoGames int strategyValue int physSkillValue String recommendation		J	extends competitive Class MOBA	H	LOL DOTA2 ML	
public void strategy() public void physSkill() public String calculate()		, /	extends solo Class turnBasedRPG	H	Persona Final Fantasy	
turnBasedRPG= high		/		H		
story and strategy, low skill openWorldRPG= high	Class solo implements videoGames int storyValue private void story(int tenPointScale)		extends solo Class openWorldRPG	H	Elden Ring Cyberpunk RDR	
skill and story, low strategy arcade= high strategy and skill, low story	pa.c. vela ete.) (te e.inteedie)		extends solo Class	Ц	Tetris PacMan	