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CS 1010 – Intro to Interactive Entertainment
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Module 2 - TIO: Design Discussion - The Major Genres

For my game idea, I am considering a focusing on tight player controls in a 2D environment. I've always enjoyed metroidvania type games and would like to try my hand at something similar. At a high level, the game would be primarily survival and exploration based, with a goal of making it to the end of a stage by collecting skill enhancing pick-ups.

1. Do the challenges and actions that you want to offer your player suggest that it belongs in a particular genre? Are there certain actions that the player will probably be performing most of the time, such as driving, that would tend to put it in a certain genre? – Yes, the challenges and gameplay offered to a player would absolutely put a game into a particular genre. If I create a game where a player is jumping in a 2D environment, that would likely fall into a platformer subgenre. Additional actions could be made to that same movement style that upgrade the character stats, which would blend RPG elements.
2. If you sell your game (You should be thinking of your own game idea) via either a game store or an online shop or portal, there is a good chance that that organization will want to categorize your game in a genre. Try looking at different outlets such as Yahoo! Games or the Apple App Store to see where you think your game would go. – If launched on the Apple App Store, this game concept would likely fall into the [Adventure category](#).
3. Try describing your game to someone you think is a potential player, without naming any particular genre. Ask them which genre they think it belongs to. Do you agree? – I tried to describe my game idea to a family member and focused on elements like jumping around in a 2D environment. They said it would likely fall into an arcade style like Mario. I suppose that elements such as score of enemies killed and time the level was completed in could definitely be added to make the game fit into that genre.