Video Game Case Study

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The genre I have chosen is Platformer.

Most of this is from personal experience from playing a lot of this genre so there may be some examples from those games.

Analyse Video Game Genre

Document findings of the analysis

What I think are the defining game-play characteristics of this genre:

* Movement  
  Left, right & possibly up, down movement.
* Jumping  
  Having different types of jumps (Most commonly holding the jump button to have a higher jump)
* Platforms & Obstacles  
  Spikes, enemies, pits of death, higher platforms
* Navigation of the platforms & obstacles  
  Springs/bounce platforms, ladders
* Time  
  Timing is key for some jumps, a time limit.
* Lives &or health system  
  how many times you can die before a game-over?
* Score  
  Get awards for a score.
* \*Power-ups &or Items  
  Can give a benefit of some sort or give an extra hit point
* Level selection or world map  
  A way to select a level or a way to show progression.
* Collectables  
  Can give points, be secret bonuses, or be hidden or hard to get.
* \*Puzzles  
  To find a different ending on a level

\*Asterisk means not common or different for each game

What I think are the objectives & purpose of gameplay for this genre:

* Navigation of the platforms & obstacles
* Get to the ending(s) of the level or the objective.

Interpret Consumer Demographics

What I think the characteristics of the target consumers are:



What I think the habits of the consumers are:



Outline Game Design & Gameplay Principles

References:

* Most are my own knowledge from watching Playthroughs on YouTube & personally playing some platformer games myself.
  + I have played:
    - Mario
      * Super Mario Bros
      * Super Mario World
      * New Super Mario Bros Wii
      * New Super Mario Bros DS
      * New Super Mario Bros U
      * Sonic Forces
      * Sonic 1, 2, 3 & Knuckles
      * Sonic Generations
  + What I have only watched:
    - Celeste