Source: <https://www.thocp.net/software/games/reference/genres.htm>

<https://www.pcgamesn.com/10-best-pc-mmos>

<https://www.lifewire.com/what-is-a-platform-game-812371>

<https://www.playstation.com/en-us/games/until-dawn-ps4/>

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<https://www.gamespot.com/genre/puzzle/xbox-360/>

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Videogames have always been a big part of my life. My Dad bought me a PlayStation 2 when I was 5 years old and I quickly became addicted. Games can transport you to distant worlds where you can experience unique adventures and have fun with friends through local multiplayer or online multiplayer. For those who are not yet gamers, prepare to be enlightened. There are many different types of game categories, the most popular are as follows: Adventure, Platform, Role-Playing Games (RPGs), Puzzle, Simulations, Strategy/Tactics, Sports, Fighting, Dance/Rhythm, Survival Horror, Hybrids, Massive Multiplayer Online (MMOs), etc… If you can think it, most likely a game has been created for that category.

In Adventure games, the goal is to create recreate a movie’s action or an entirely new online experience. Example’s of great adventure games are, “Gabriel Knight, Indiana Jones, Maniac Mansion, Monkey Island, Myst, Police Quest, and Syberia.” Ted Stahl

In Platform games, the objectives are set up inside of an obstacle course, one that directly requires the users input. As Stahl describes, “Games within this genre are usually identified by navigating environments that require timing and jumping in order to reach a destination” Perfect examples of games like this are: Super Mario, Sonic the Hedgehog, Little Big Planet, and even adventure games like Uncharted or Indiana Jones.

In Role-Playing Games, A mission/story is the main goal of the game. The user often is subjected to game decisions, sometimes that change the course of the game depending on what choice they made. A great game to achieve this is a PlayStation 4 game known as Until Dawn. What makes this game a best seller in it’s category is the uncanny ability for the user to feel complete immersion with this game, something that is rarely achieved. In the words of Philip Kollar, “*Until Dawn* is so focused on its big, impressive, ambitious core idea — it's a horror movie where you control the fates of everyone involved!...” Gamers are encouraged to replay the game again, which will result in an alternate ending if different choices are made.

In Puzzle games, the objective is to complete puzzles that start easy and continue to get hard as the user continues through the levels. Well known puzzles games are: Peggle, AstroPop, Hexic HD, etc…

In Simulations games, the goal is to recreate a real life event or history as accurate as possible to real life, often using dynamic realism to achieve this goal. Great examples of this are: Flight simulators, Racing games such as Forza Horizon 5, and Call of Duty Modern Warfare 2019.

In Strategy Tactic games, they focus on player strategy through complex button combinations and sometimes luck, these games tend to be rarer. The most popular game I know of in this category is Final Fantasy, where the user engages in intense combat and on the edge of your chair type of gameplay.