# Group Project Brief Genre Analysis

This document intends to quickly isolate the core mechanics of various, potentially interesting genres and isolate potential ideas for adapting/changing said mechanics. More detailed analysis on my favoured solution to the brief will be detailed in a separate document filling out the “Your Outline Project Brief”.

|  |  |  |
| --- | --- | --- |
| **Genre** | **Core Mechanics (Design Pillars)** | **Mechanic Removal/Replacement Ideas** |
| Tower Defence | * Unit Placement * Unit Upgrades * ‘Invasion’ from foreign units (game over when ‘X’ units have evaded defences) along pre-determined path * Turn Based | * ‘Role reversal’ – playing as incoming units, as opposed to ‘overlord’ placing towers |
| Endless Runner | * Constant, scaling ‘forwards’ movement (increase in difficulty over time) * Evasion of ‘threats’ (e.g. enemy monsters, platforms, jumps etc…) * Endless, until player death (as name implies) * Dynamic proc-gen world generation | * Variation in ‘runner’ theme; falling downwards, ‘Super-Hexagon’ style central rotation around central object etc… * No movement of central character – manipulate game world instead (e.g. rotate world axis) |
| Roguelike | * Permadeath * No permanence (all is reset on player death) * Proc-gen levels and items * Typically melee/shooter based | * Removal of permanence – what if certain attributes carried over from the previous run(s) * Non-aggressive player character – can only evade incoming attacks, becomes proc-gen evasion game |
| Platformer | * Traversal between differing platforms (typically through a core jumping mechanic) * Objective-Based (get to point ‘X’, collect ‘Y’ stars etc..) * Typically enemy based * Typically uses ‘power-ups’ | * Replacement of jump mechanic – e.g. Snake Pass, VVVVVV; idea lives/dies on uniqueness of core movement mechanic * Jump Replacement Ideas: Momentum from weapon kickback – weapon as dynamic traversal and defence tool; Gravity flip – instead of jumping over platforms, gravity is inverted and flipped |
| Bullet Hell | * Evading Incoming Bullets in their varying shooting patterns (radial, linear etc…) * Shooting incoming enemies * Bottom-to-Top Vertical Scrolling Gameplay | * Removal of shooting mechanic; transforms an action/shooting game into one of evasion * Inverse ‘falling’ – reverse vertical scrolling * Transition into 3D? |
| Sorting Game | * Placing elements into their correct categories | * Introduction of QTEs to distract and confuse players from core objective |