

1) 1983 Crash → Later Industry Shifts

The 1983 crash showed what happens when there's no quality control. Nintendo reacted by tightly controlling publishing on the NES. That helped rebuild trust, but it also created a model where platform holders had strong power over developers.

Later, digital distribution (like Steam) broke that control and allowed indies to thrive — but it also recreated a different problem: too many games and discoverability issues.

Also, as games became bigger and more expensive, publishers became more risk-averse. That “must succeed” mindset contributed to long development cycles and, eventually, crunch culture.

2) PC vs Console (16-bit era)

PC games focused on depth and complexity (RTS, Western RPGs). Mouse/keyboard allowed detailed control, and PCs could be upgraded. These games targeted more hardcore players.

Consoles focused on accessibility and polish (platformers, JRPGs). Fixed hardware and controllers encouraged clear design and smooth pacing for a broader audience.

In the 2000s, these philosophies blended, but you can still see the roots: PC for systems-heavy games, consoles for cinematic and streamlined experiences.

3) Two Hybrid Genres

Souls-like = Action RPG + punishing skill-based combat.

Stamina systems, death penalties, and level shortcuts create tension and mastery that neither pure RPGs nor pure action games achieve alone.

Roguelite = Roguelike + persistent progression.

Procedural runs keep it fresh, while permanent upgrades reduce frustration and motivate replay.

4) Mechanics vs Experience

For: Some genres are clearly defined by mechanics (platformers = jumping, RTS = real-time strategy systems).

Against: Other genres are defined more by experience. Horror games vary mechanically but aim to create fear. Immersive sims are defined by player freedom more than one core mechanic.

So genres are shaped by mechanics — but experience often reshapes them.

5) Community + Business Model (Battle Royale)

Battle Royale grew from mods. Streaming made it popular because matches are dramatic and unpredictable. Free-to-play lowered the barrier to entry, and live-service updates keep players engaged.

The genre's design (seasons, events, cosmetics) is directly shaped by community attention and monetization models.

6) A Future “Pillar” Game

A future key title could be an AI-driven immersive sim where NPCs remember player actions and create dynamic stories. Using advanced AI and cloud tech, it would offer truly personal narratives.

If done well, it could redefine player agency the way earlier landmark games redefined open worlds or online play.