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| **Game Production**  Diploma in IT  Year 2 (2023/24) Semester 3 | Week **3** |
| **1 hour** |
| **Game Genres** | |

Pick 2 game genres (or sub-genres) that you tend to enjoy. Briefly describe the distinguishing features of games in these genres with relevant examples. Explain why you enjoy these game genres.

Platformers and action games are two genres of video games that offer different gameplay experiences. Platformers require players to control a character who must navigate through levels by jumping and avoiding obstacles, while action games involve fast-paced combat or other physical challenges. Platformers feature precision jumping, puzzle-solving, and power-ups or upgrades, with examples like Super Mario Bros and Growtopia. In contrast, action games include combat, exploration, and customization, with examples like God of War and Assassin's Creed. I enjoy platformers because they provide a satisfying sense of accomplishment when I successfully complete a difficult jump or puzzle, along with colorful graphics and upbeat soundtracks. I also enjoy action games because they provide an adrenaline rush and a sense of empowerment as I take on challenging enemies and explore immersive worlds.

Pick 1 game genre (or sub-genre) that you tend not to enjoy. Briefly describe the distinguishing features of games in these genres with relevant examples. Explain why you tend not to enjoy these game genres.

Real-time strategy (RTS) games are video games that require players to manage resources, build bases, and command units in real-time battles against enemy forces. Examples of RTS games are StarCraft and Clash of Clans. I tend not to enjoy them because I find the gameplay overwhelming and stressful, with too many factors to manage simultaneously. Additionally, the real-time aspect can be mentally exhausting, and I prefer games with simpler mechanics and more relaxed gameplay.

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