Types of games

Ask yourself, rather than look up an answer in Wikipedia or whatever:

- What motivates a player to play a game? If "fun", what makes it fun?

- What sorts of player objectives or fantasies do games encourage?

- What sorts of simulated activity do players perform?

- What sorts of game-play mechanics are available?

- How important is technology (console, controller, peripheral) to particular games?

See
http://www.makeuseof.com/tag/10-video-games-that-changed-the-world/

We said about what makes games fun …

Fun
  [1st time; Repeatedly; Long time]
Escape from reality
Gets you involved
Pastime
  [Long term; Short term]
Social aspect
Stories
Health eg Wii

Competitively
  [Strangers;
    Self (past);
    AI/Bots/Computer]
Money
Academic
  [Learning mouse skill;
    children;
    adults]
Gambling
Challenge

Creativity
Practice eg power with no
real risk
Fantasy
  [Guns;
    Cars;
    Relationships]
Emotions
  [Happy;
    Adrenaline]
Be scared

2 … We said about what makes games fun …

Reputation
 [Empowering;
  Leaderboards (arcades)]
Relax
Testing skills
 [eg decision making:
  selection/promotion]
Committing crimes
Develop/test strategies
Adventure
Exploration

Achievements
Tick all the boxes
Immersion
Collect/Find "easter eggs"
Win prizes

3 … We said about what makes games fun …

Discover different ending
New content available
Explore infinity, neverending
Get better with large game
Repeated gratification
 [Addiction]
Try different styles, setups
Meet pals
Climb steep learning curve

Exponential asses growth   Exploit VR
 [In-game currency;
  better stuff:
   upgrades
   weapon
   armour
   powers]
Money – becomes 2nd job
Varying game
 [Varying situation
  Higher difficulty]

We said about …

How you find games	How you control game	What you control in game
from peers	Keyboard	Characters
from ads	Mouse	[Single;
stumble on YouTube	Touchscreen	Multiple
recsys	Controller	in strategy games]
platforms	Voice	World
	Gyroscopes	[Challenge for ai;
	MotionControl	be God]
	Kinect	Choose among options
	Steering Wheel	Vehicles
	Guitars	Guitars etc
	Drums	Economy
	Dancemat	Armies, Nations
	VR headsets	Puzzle pieces

What makes it fun
Quantifying – getting points, etc
Bodily movement
Realistic experience
Use of apparatus
Wish fulfilment
  - fantasy fulfilment without jail
Good story
Novelty of experience
Challenge
Sensory feedback
Easter eggs
Makes you sad, angry
Chance
Escape from reality
Cooperation
Leader board supremacy
In-game self improvement / upgrade
  - strength speed dexterity stuff
  - can face harder enemies
Social eg FaceBook
Replayability
Exploration
Importance, Fantasy
Customisability
Realism
Imaginality

Apparatus
Steering wheel, joystick
Numchucks, Wii stuff, Kinect
  - balance board, tennis racquet, dancemat
Accelerometer
Heart rate sensor
VR – Oculus Rift etc
PS4 (lighting feedback when in danger)
Mouse, Keypad

How many players
Cooperative
          - multiplayer, 2-player, 1 with AI ally
Solo vs AI
MMO
Mix: Campaign and Solo
          - pokemon eg
Multiverse

What game mechanics are available

What sort of simulated activity

What objective do you adopt

3

On free game development software tools …

- Note free Game Maker *may* be time-limited, if so don't waste its time allowance reading docs, use browser independently. Docs don't print properly *imho*.
- Some are pc-only; some are pc for development but can deploy to macs & others

- Respect software developers' right to a life and a livelihood …

- Plenty of other info is available.
    - Google "game development software feature comparison"
    - Google "indies guide to game making"

Genres

What does the player control?
A character (seen or not); A weapon? A vehicle? An economy? An army?

Wikipedia: http://en.wikipedia.org/wiki/Video_game_genres

(http://www.pixelprospector.com/the-big-list-of-game-making-tools/) useful!

http://www.pixelprospector.com/iv-video-game-genres/

Essentials: https://www.cengagebrain.com.mx/content/9781133578703.pdf
(Extract of Introduction to Game Development, Steve Rabin (ed), 2010)
(Redirects to CEngage shopping site 28/1/2019)

Compare & Contrast

Wikipedia

Action

Ball and paddle; beat 'em up & hack and slash; fighting; maze; pinball; platform; shooter {first person shooter; mmofps; light gun shooter; shoot 'em up (shmup); tactical shooter; rail shooter; third person shooter}

Action-Adventure

stealth; survival horror

Adventure

real-time 3d; text; graphic; visual novels

Role-Playing . . .

Simulation . . .

Strategy . . .

Sports . . .

Other notable genres

Casual; Music; Party; Programming; Puzzle; Trivia; Board/Card game

Genres by purpose

Adult video; Advergame; art; casual; Christian; Educational; Electronic Sports; Exergame; Serious game

Scientific (no . . .)

Essentials

Adventure
Action
Action-Adventure
Platformer
Fighting
First-Person Shooter
Real Time Strategy
Turn Based Strategy
Role-Playing Game
Massively multiplayer online r.p.g.
Stealth
Survival Horror
Simulation
Racing
Sports
Rhythm
Puzzle
Mini-Game
Tradtional
Educational
Serious

Control of a character

What kind of movement is "the character" (possibly a misnomer) capable of?

- No movement (any examples? Some economic-strategy games?)

- 1D Predetermined path – "on rails shooter"
- 1D side-to-side, eg Pong, Space Invaders (misnomer)
- Rotating (eg MuShoot)

- 2D continuous, eg Angry Birds (misnomer); or maze, eg PacMan
- 2D grid of cells, eg rogue-like games, SimCity
- 2D platformer
  - http://www.racketboy.com/retro/platformers/platforming-games-101-all-you-need-to-know

- 3D platformer or other