

## 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/](http://www.makeuseof.com/tag/10-video-games-that-changed-the-world/)

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## We said about what makes games fun ...

|                                   |                        |                           |
|-----------------------------------|------------------------|---------------------------|
| Fun                               | Competitively          | Creativity                |
| [1st time; Repeatedly; Long time] | [Strangers;            | Practice eg power with no |
| Escape from reality               | Self (past);           | real risk                 |
| Gets you involved                 | AI/Bots/Computer]      | Fantasy                   |
| Pastime                           | Money                  | [Guns;                    |
| [Long term; Short term]           | Academic               | Cars;                     |
| Social aspect                     | [Learning mouse skill; | Relationships]            |
| Stories                           | children;              | Emotions                  |
| Health eg Wii                     | adults]                | [Happy;                   |
|                                   | Gambling               | Adrenaline]               |
|                                   | Challenge              | Be scared                 |

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## 2 ... We said about what makes games fun ...

|                         |                            |
|-------------------------|----------------------------|
| Reputation              | Achievements               |
| [Empowering;            | Tick all the boxes         |
| Leaderboards (arcades)] | Immersion                  |
| Relax                   | Collect/Find “easter eggs” |
| Testing skills          | Win prizes                 |
| [eg decision making;    |                            |
| selection/promotion]    |                            |
| Committing crimes       |                            |
| Develop/test strategies |                            |
| Adventure               |                            |
| Exploration             |                            |

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## 3 ... We said about what makes games fun ...

|                               |                                     |            |
|-------------------------------|-------------------------------------|------------|
| Discover different ending     | Exponential asses growth            | Exploit VR |
| New content available         | [In-game currency;                  |            |
| Explore infinity, neverending | better stuff;                       |            |
| Get better with large game    | upgrades                            |            |
| Repeated gratification        | weapon                              |            |
| [Addiction]                   | armour                              |            |
| Try different styles, setups  | powers]                             |            |
| Meet pals                     | Money – becomes 2 <sup>nd</sup> job |            |
| Climb steep learning curve    | Varying game                        |            |
|                               | [Varying situation                  |            |
|                               | Higher difficulty]                  |            |

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## 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            |

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## 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  
Nunchucks, 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

### 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"

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### 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://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)

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### Compare & Contrast

| Wikipedia   | Essentials                          |
|---|-------------------------------------|
| Action  | Adventure                           |
| Ball and paddle; beat 'em up & hack and slash; fighting; maze; pinball; platform; shooter (first person shooter; miniguns; light gun shooter; shoot 'em up (shmup); tactical shooter; rail shooter; third person shooter) | Action                              |
| Action-Adventure  | Action-Adventure                    |
| stealth; survival horror  | Platformer                          |
| Adventure   | Fighting                            |
| real-time 3d; text; graphic; visual novels  | First-Person Shooter                |
| Role-Playing ...  | Real Time Strategy                  |
| Simulation ...  | Turn Based Strategy                 |
| Strategy ...  | Role-Playing Game                   |
| Sports ...  | Massively multiplayer online r.p.g. |
| Other notable genres  | Stealth                             |
| Casual; Music; Party; Programming; Puzzle; Trivia; Board Card game  | Survival Horror                     |
| Genres by purpose   | Simulation                          |
| Adult video; Advergame; art; casual; Christian; Educational;  | Racing                              |
| Electronic Sports; Exergame; Serious game   | Sports                              |
| Scientific (no ...)   | Rhythm                              |
|   | Puzzle                              |
|   | Mini-Game                           |
|   | Traditional                         |
|   | Educational                         |
|   | Serious                             |

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### 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

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