

The following is a list of game mechanics you must base your game on for Assessment 1.

- **Avoiding Unkillable Objects** - There are objects that the player cannot touch. These are different from normal enemies because they cannot be destroyed or moved. (Example: Frogger)
- **Repeat Pattern** - The player must repeat a series of given steps. (Example: Simon, Dance Dance Revolution)
- **Block Puzzles** - The game involves standard sized objects that must be moved around or placed in a specific way. (Example: Tetris, Sokoban, Connect Four, Dr. Mario, Kirby's Avalanche / Puyo Puyo)
- **Word Construction** - The game involves the player creating words that belong to a specific dictionary through interaction with game objects (Example: Words with Friends)
- **Game Keeps Gets Harder Until You Die** - Self explanatory. (Example: Tetris)
- **Switch Modes** - The player needs to (or is forced to) constantly switch between two (or more) modes that fundamentally change their gameplay. (Example: Ikaruga, Marshie's Malloween Mix-Up, Pacman (switching between running from ghosts to eating them))
- **Bouncing Object** - You cannot directly control an object's movement, but can try to direct it so that the environment directs its path. (Example: Pong, Arkanoid)
- **Mouse Dexterity** - The player must move the mouse in a specific way without making errors. (Example: Fruit Ninja)
- **Teleportation** - Rather than moving conventionally, the player can teleport to different parts of the screen. The player may or may not be able to control where the teleport goes.
- **Squad** - Rather than a single character, the player controls multiple characters or objects that must work together to achieve an objective. (Example: Syndicate, Baldur's Gate, Divinity: Original Sin)
- **Scarce Resource** - There is an easy way for the player to fight enemies/score points, but it is a scarce resource. The player needs to balance hoarding the resource vs. using them effectively. (Example: Most RTSs, Most FPSs)
- **Running and Jumping** - Almost always combined with gravity, the player must jump from one platform to another and not fall. (Example: Mario)
- **Timed** - The player must achieve a task within a limited time.
- **Power-ups** - The player can pick up items that make some aspect of the game easier.
- **Protect a Target** - The player does not necessarily need to stay alive themselves, but must instead protect a target from enemies. The target may or may not be moving. (Example: Missile Command, Escorting missions in many RPGs/RTSs)
- **Building** - The player can place different types of building blocks anywhere in the world to construct objects. (Example: SimCity, Minecraft, Rampart)

List adapted from: <https://inventwithpython.com/blog/2012/07/30/need-a-game-idea-a-list-of-game-mechanics-and-a-random-mechanic-mixer/>