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Foundations of
Game Design
and Development

VIDEO GAME GENRES

GENRE & MECHANICS

- Recall the 8 core-mechanics:
 1. reflex,
 2. timing,
 3. precision/accuracy,
 4. measurement,
 5. tactical choice,
 6. strategy,
 7. management,
 8. puzzle
- A *combination* of these mechanics create a game **genre**

VIDEO GAME GENRES

- Adventure Games
- Action Games
- Role-Playing Games
- Strategy Games
- Simulations Games
- Online Games
- Sport Games
- Fighting Games
- Casual Games
- God Games
- Educational Games
- Puzzle Games

ADVENTURE GAMES



- Story-based games, rely on puzzle-solving to move the action along
- Not in real-time
- Easy navigation: *point-and-click*, focus more on navigation
- Expected to have a large, complex world to explore, interesting characters and a good story.



ACTION GAMES

- Real-time games, must react quickly to what's happening on the screen.
- Ideal for those looking for adrenaline rush of fast-paced action
- Calls for snap judgments and quick reflexes.



ROLE-PLAYING GAMES

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- Directs a group of heroes on a series of quests.
 - Gradually increasing the abilities and strengths of these heroes, and money
 - Micro manage their characters: weapons, armor on specific body parts
 - Huge world with a gradually unfolding story.

STRATEGY GAMES

- Manage a limited set of resources to achieve a predetermined goal
- Involves deciding which kinds of units to create and when to put them into action.



- Popular nowadays: real-time strategy (RTS) games set the computer AI in motion against the player, regardless on whether he's ready or not. Also, doesn't progress incrementally in turns

- To emulate the real-world operating conditions of complicated machinery, such as jet fighters, helicopters, tanks, and so on.
- Simulation accuracy is crucial
- Players are expected to spend hours learning the intricacies of the machine, a thick manual to help them with the finer points



SIMULATION GAMES

SPORTS GAMES



FIFA
ORTS

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FIFA
OFFICIAL
LICENSED
PRODUCT

- Let players vicariously participate in their favorite sport, either as a player or a coach
- Accurately reproduce the rules and strategies of the sport.
- One gameplay session can cover an individual match, a short series, or an entire season.

FIGHTING GAMES

- Two-person games, each player controls a figure on the screen
- Use a **combination of moves** to attack his opponent and defend against his opponent's attacks.
- Generally viewed from a side perspective, each game lasting a few minutes only
- basic set of attacks and counters can be learned right away, as well as more complicated combinations that can be mastered over time.



CASUAL GAMES

- Players can drop into and out of these games quickly.
- Players already familiar with the rules of the real-world game and expect to find those rules emulated here.
- Have an extremely simple user interface, with little or no learning curve.



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GOD GAMES



- Have no real goal, no winning condition
- Encourage the player to fool around with the game just to see what happens
- Designers try to create games in which the player can do no wrong

EDUCATIONAL GAMES

- Games that teach while they entertain.
- Aimed at a much younger audience than most commercial products
- Has to be age-appropriate



PUZZLE GAMES



- Puzzle games exist purely for the intellectual challenge of problem solving
- The puzzles are an end in themselves and aren't integrated into a story, as is common in adventure games.



ONLINE GAMES

- May include any of the preceding genres, but played over the internet
- Entire communities grow around the most successful of these games
- Game developers constantly create features that encourage those communities to flourish



DECIDING GAME GENRES

- More and more games are *hybrids*, combining elements from different categories
- If your game is hybrid, be familiar with the conventions of each genre so that you end up with the **best of both**, instead of the worst
- When creating a game, *choose a genre that you enjoy playing yourself*, so that you've already internalised the genre's conventions and be familiar with it

SUMMARY

- Video game genres
- Details about each genre
- Dominant mechanics on each genre
- Choosing game genre