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# Roguelike, Puzzle Game

The **roguelike** video game subgenre borrows its name and gameplay elements from the 1980 computer game [*Rogue*](https://www.wikiwand.com/en/Rogue_(computer_game)). Superficially, a roguelike is a two-dimensional [dungeon crawl](https://www.wikiwand.com/en/Dungeon_crawl) with a high degree of randomness via procedural generation, an emphasis on statistical character development, and the use of [permadeath](https://www.wikiwand.com/en/Permadeath). Though traditionally featuring a text user interface, many such games utilize graphic tiles to overcome character set limitations. Newer games that move away from traditional hack-and-slash elements but otherwise keeping procedural generation and permadeath features are sometimes called "rogue-lites".

# Genre Game Descriptions

### Rogue (1985)

Rogue was the game that spawned the Roguelike genre, hence the name. The player advances through a text-based dungeon displayed as ascii characters to gather items, defeat enemies, and reach the end of the dungeon.

### Spelunky (2009)

Spelunky was a pioneering game that

### TODO

TODO

# Contrast : Genre Game #1 - Genre Game #2

### Describe two mechanics / game design differences between these two games.

### How do each of these differences manifest? What impact do these differences have on the player experience in both games?

<Response Here>

# Contrast : Genre Game #1 - Genre Game #3

### Describe two mechanics / game design differences between these two games.

### How do each of these differences manifest? What impact do these differences have on the player experience in both games?

<Response Here>

# Contrast : Genre Game #2 - Genre Game #3

### Describe two mechanics / game design differences between these two games.

### How do each of these differences manifest? What impact do these differences have on the player experience in both games?

<Response Here>