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# Genres of your game [(from this list](https://www.wikiwand.com/en/List_of_video_game_genres), or permission)

*Escape from 494: Quest for Rest* belongs to the survival-horror, roguelike, and stealth genres.

# Genre Game Descriptions

### Provide the title, and your pitch, for genre game #1 (2 sentences)

### Provide the title, and your pitch, for genre game #2 (2 sentences)

### Provide the title, and your pitch, for genre game #3 (2 sentences)

<Response Here>

# 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>