

Game Genres

Cozy

A very broad genre that is most commonly associated with farming games; however, the definition of a cozy game spans to any game that is not too stressful yet still gives the players a fun loop of gameplay and challenge. One well-known example is Stardew Valley, advertised as a farming game, it also has a combat mechanic where you can fight enemies in the mines while also busting open rocks for treasure and more.

Open World

Another broad genre which represents any game that does not stop the player from running past certain areas of the game. The most famous examples are Skyrim and The Legend of Zelda: Breath of The Wild (shortened to BoTW for short). These games let the player choose what missions they can do first and in BoTW's case the player can fight the final boss immediately, done through various ways to get past the tutorial plateau. The main mechanics of these games are fighting, exploring, and item collecting. And through doing so the character the player plays as becomes stronger in some way throughout the story.

Base Building Survival

This genre is defined by having the player focus on one area of the game to build a base with defensive capabilities against invading enemies. In the recent decades popular mobile games like Clash of Clans make the whole game just about defending against and attacking other players. Then there are other games that have entertaining

stories to like RimWorld and Dwarf Fortress where the backstories and personality of the npcs of the colony affects their actions and how the story goes.