

## PROJECT PATHWAY #1

### THRILL SEEKERS

#### Genre Options

Action, Platformer, Stealth, Shooter, Fighting, Beat-Em-Up, Survival, Rhythm, Sports, Racing

#### Characteristics

- ❖ Simple to learn, hard to master
- ❖ Memory
- ❖ Hand-eye coordination
- ❖ Self-confidence
- ❖ Reflexes, speed of reasoning
- ❖ Spatial scanning
- ❖ Stress management
- ❖ Competition
- ❖ Judgement & decision making
- ❖ Frustration tolerance

#### Central Gameplay Features

- Environment setup
- Combat System
- NPC AI



## PROJECT PATHWAY #2

### EXPLORERS

#### Genre Options

Adventure, Point-and-click adventure, Visual novels, Metroidvania, Action-Adventure, Survival horror, Puzzle, Simulation, Narrative

#### Characteristics

- ❖ Exploration
- ❖ Control
- ❖ Choices
- ❖ Logic
- ❖ Pattern recognition
- ❖ Spatial relations
- ❖ Organizational skills
- ❖ Experimentation
- ❖ Problem-solving
- ❖ Creativity
- ❖ Immersion

#### Central Gameplay Features

- Collectibles, crafting, and inventory systems
- Puzzles
- Narrative



## PROJECT PATHWAY #3

### PLANNERS

#### Genre Options

Strategy, 4X (Explore, Expand, Exploit, Exterminate), Artillery, Wargames, Real-Time Strategy, Tower defense, Role-playing games

#### Characteristics

- ❖ Strategic thinking
- ❖ Complex problem solving
- ❖ Problem sensitivity
- ❖ Organizational skills
- ❖ Time management
- ❖ Short and long-term planning
- ❖ Logic reasoning
- ❖ Competition

#### Central Gameplay Features

- NPC AI
- Skill trees and faction development
- Customization, difficulty modes

