



Game Design

Lecture 2

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01

Genres

Types

Action games

Action-adventure games

Adventure games

Role-playing games (RPGs)

Simulation games

Strategy games


Sports games

Puzzle games

Idle games

Genre is blurred

X-COM



Genre(s)

- Strategy game (all games except *Enforcer* and *The Bureau*)
- Real-time strategy (*UFO:EU*, *TftD*, *Apocalypse*, *Genesis*)
- Turn-based tactics (*UFO:EU*, *TftD*, *Apocalypse*, *Email Games*, *XCOM:EU*, *XCOM 2*)
- Real-time tactics (*UFO:EU*, *TftD*, *Apocalypse*, *Genesis*, *The Bureau*)
- Squad-based tactics (*UFO:EU*, *XCOM:EU*, *XCOM:EW*)
- Simulator (*UFO:EU*, *XCOM:EU*, *XCOM:EW*)
- Construction and management simulation (*UFO:EU*, *XCOM:EU*, *XCOM:EW*)
- Military wargaming simulator (*UFO:EU*, *XCOM:EU*, *XCOM:EW*)
- Space flight simulator (*Interceptor*)
- Third-person shooter (*Enforcer*, *The Bureau*)
- First-person shooter (*Alliance*, *XCOM*)
- Tactical shooter (*Alliance*, *The Bureau*)
- Action role-playing (*Alliance*, *XCOM:EU*)
- Action-adventure (*Alliance*, *XCOM*)

Grand Theft Auto



Series logo, used since *Grand Theft Auto III* (2001)

Genre(s) Action-adventure

...action-adventure, driving, third-person shooting, carjacking, occasional role-playing, stealth and racing elements.

Action Games

Player is the center of the world

Mostly physical obstacles

There can be plot or not

Easy to start playing

Players reaction is important



“Donkey Kong”, 1981, Nintendo,
Shigeru Miyamoto

Action Games → Platformer

Move / Jump / Fall

10+ types of platforms

Precise controls

Time is important



“Donkey Kong”, 1985, Nintendo,
Shigeru Miyamoto

Action Games → Shooter



First Person Shooter

“Doom”, 1993, id Software, Romero, Carmack



Third Person Shooter

“Max Payne”, 2001, Remedy, Sam Lake

Move / Shoot / Dodge

Weapons + Enemies Variety

Precise controls

Action Games → Shooter

Core mechanics lead to
experience

Camera is a tool



Top Down Shooter
“Hotline Miami”, 2012, Dennation Games,
Jonatan Söderström and Dennis Wedin

Action Games → Fighting

PvP

Competitive

Balanced

Fast-paced

Characters



“Street Fighter II”, 1991, Capcom,
Akira Nishitani, Akira Yasuda

Action Games → Beat-em up

PvE

Multiple enemies



“Streets of Rage 4”, 2020,
Lizardcube, Guard Crush Games

Action Games → Stealth

Players is weaker than enemies

Stress – Relief cycle

Very demanding for AI and design



“Metal Gear Solid”, 1998, Konami ,
Hideo Kojima

Action Games → Survival

Hostile, intense open-world environment

Open-ended

Very demanding for AI and design

Crafting / Gathering / Hunting



“Don't Starve”, 2013, Klei Entertainment

Action Games → Rhythm

Music-based

Party-friendly

Specific hardware



“Dance Dance Revolution”, 1998, Konami

Action-Adventure Games

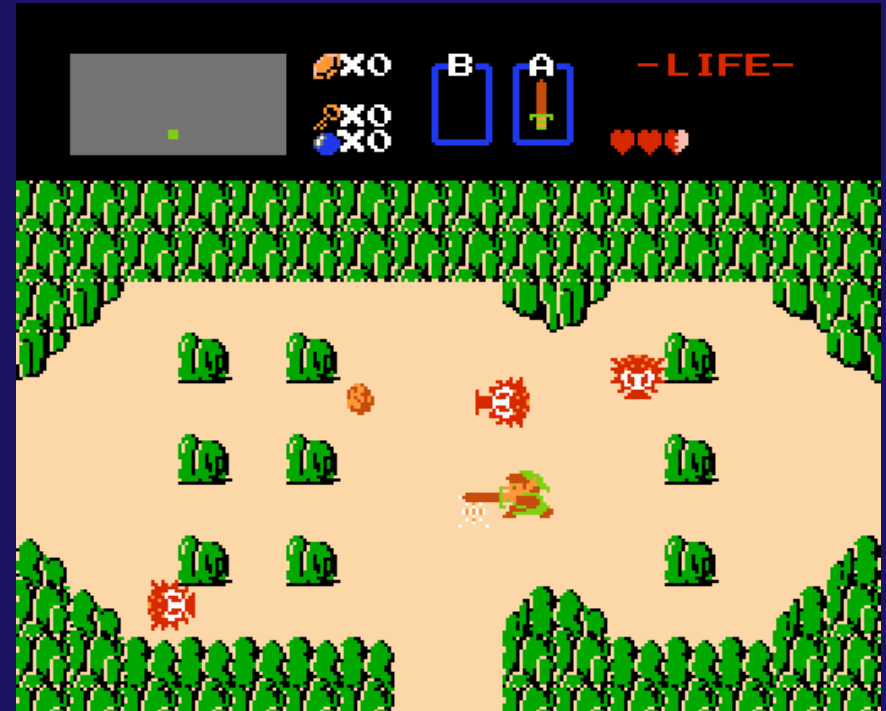
2 elements: action mechanics + game long story

Exploring

Puzzles

Loot

Side-quests



"Legend of Zelda", 1986, Nintendo,
Shigeru Miyamoto

Action-Adventure Games → Survival horror

Narrative > Mechanics

Camera and Sound from movies

Player can't really fight



“Alone in the dark”, 1992, Infogrames

Action-Adventure Games → Metroidvania

Permanent Power-Ups

Non-linear structure

Backtracking



“Castlevania”, 1986, Konami, Akihiko Nagata

Adventure Games

Puzzle solving, or problem solving

Narrative, or interactive story

Exploration

Player assumes the role of a character/hero

Collection or manipulation of objects

```
Inside Building                               Score: 36   Moves: 3

At End Of Road
You are standing at the end of a road before a small brick building. Around you
is a forest. A small stream flows out of the building and down a gully.

>enter

Inside Building
You are inside a building, a well house for a large spring.

There are some keys on the ground here.

There is tasty food here.

There is a shiny brass lamp nearby.

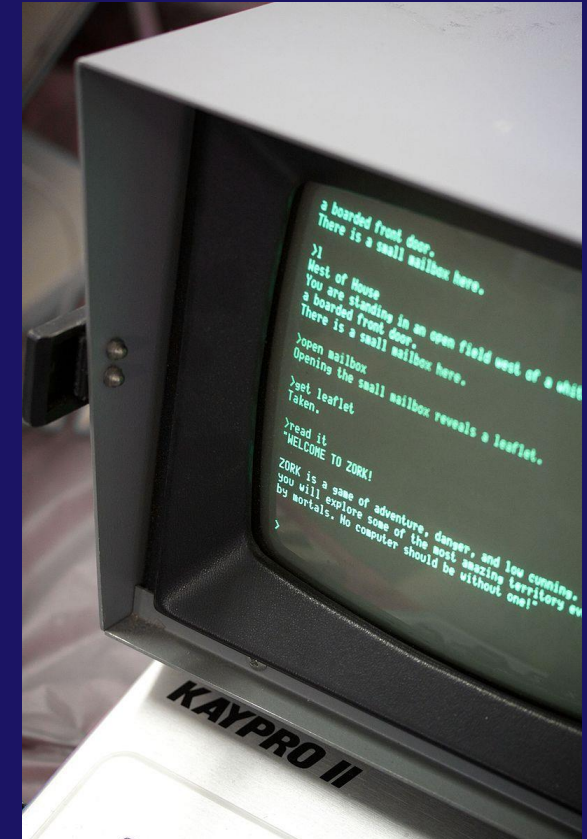
There is an empty bottle here.

>_
```

“Colossal Cave Adventure”, 1976-1977,
William Crowther and Don Woods

Adventure Games → Text adventures

Interactive book + Logic and Math



“Zork”, 1980,
Tim Anderson

Adventure Games → Graphic adventures

Point-and-Click

Evolved to Walking Simulators

No skill required, just attention/logic



“Grim Fandango”, 1998,
LucasArts, Tim Schafer

Adventure Games → Visual novels

Low interactivity

Art and story

Puzzles are easy to solve

Can have point-and-click and other mechanics



“Phoenix Wright Ace Attorney”, 2001,
Capcom, Takumi Shuu

Adventure Games → Interactive movie

Basically, a movie

Limited replayability

Expensive production, low sales (for now)



“Late Shift”, 2017,
CtrlMovie, Tobias Weber

Adventure Games → Real-time 3D

Limited replayability

Story-driven

High virality



“Heavy Rain”, 2010,
Quantic Dream, David Cage

RPG

Players actions have outcomes

High replay-ability

Personalized avatar

Progression

Classes, roles

Rich settings

cRPG/jRPG



“Dungeons & Dragons”, 1974,
Gary Gygax and Dave Arneson

RPG → Action RPG

Action + Action-Adventure Elements

Skills + Progression

Real-time combat



“Diablo II”, 2000,
Blizzard

RPG → MMORPG

Massively multiplayer online role-playing game

Setting is important

Retention

Business modelc



“World of Warcraft”, 2004,
Blizzard, Rob Pardo, Jeff Kaplan, Tom Chilton

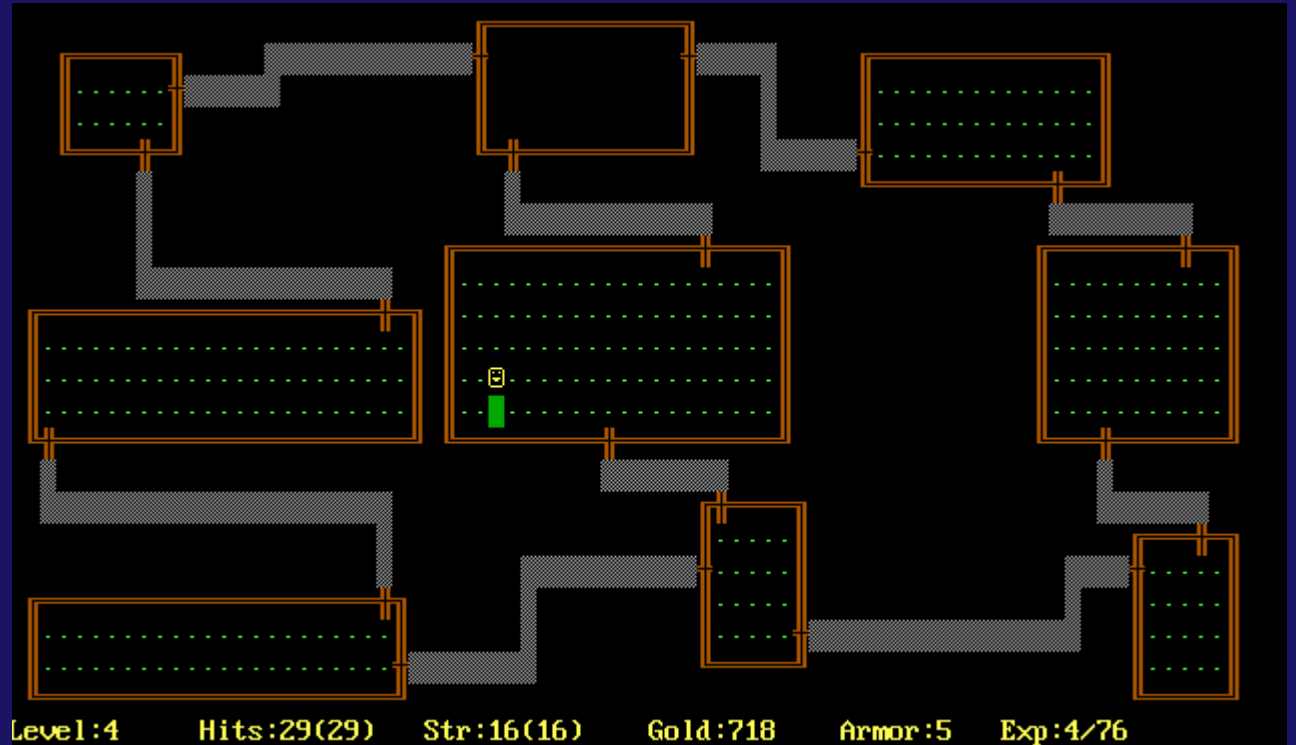
RPG ? Roguelikes

Procedural generation

Randomness

Endless modes

Perma-death



“Rogue”, 1980,
Epyx, Glenn Wichman

RPG → Tactical RPG

Turn-based combat

Planning

Random?

Save-scumming



“Silent Storm”, 2003,
Nival Interactive, Dmitry "Zak" Zakharov

RPG → Sandbox RPG

Open world

Main quest can be avoided by player

Player can set his own goals

Emerging gameplay



“Mount & Blade 2: Warband”, 2008,
TaleWorlds

RPG → First-person party-based RPG

Dungeon Crawlers

Mostly Turn-based

Player can set his own goals

Emerging gameplay

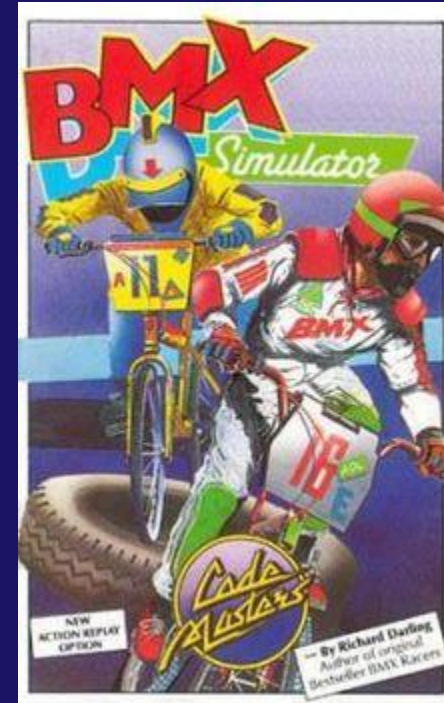


“The Bard’s Tale 4”, 2018,
inXile Entertainment

Simulation Games

Based on math models of real life

Details



“BMX Simulator”, 1986,
CodeMasters

Construction and management simulation

Planning

AI

Balance



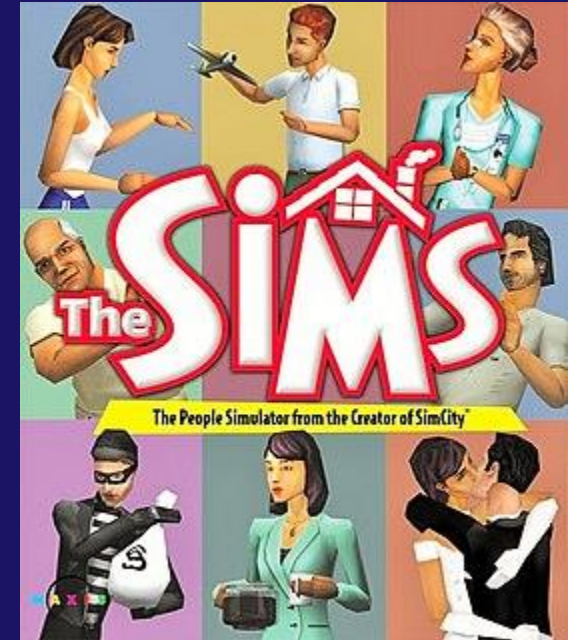
“SimCity”, 1989 (not for this pic),
Maxis, William R. Wright

Life simulation

Sub-genres: pet-raising

Social simulation

God simulators



“The Sims”, 1999,
Maxis, William R. Wright

Vehicle simulation

Details

Realistic physics and models



“Euro Truck Simulator 2”, 2012,
SCS Software

Strategy Games

Planning

Advanced AI

Long sessions

Replay-ability

Mechanics > Other Elements



Chess, 6th century

4X

eXplore
eXpand
eXploit
eXterminate



“Sid Meier’s Civilization”, Firaxis Games

Real-time strategy (RTS)

+ Action

Reaction speed is important

Micromanagement

High e-sports potential



"[My first attempt at visualizing RTSs in a fresh and interesting new way] was my realizing that although we call this genre 'Real-Time Strategy,' it should have been called 'Real-Time Tactics' with a dash of strategy thrown in.", Chris Taylor

Multiplayer online battle arena (MOBA)

Real-time tactics (RTT)

Tower defense

Turn-based strategy (TBS)



Turn-based tactics (TBT) Wargame

Sports Games

Simulation

Roasters

Fans

TV



Team sports

Huge success!



Racing

Arcade-Style Racers

Racing Sims

Kart Racing Games



Competitive (e-sport)



Sports-based fighting



Trivia games

Logic games

Puzzle games

Casual games

Idle Games

Party games

Programming game

Board game/card game

Massive multiplayer online (MMO)

Exergame

Advergame



02

Platforms

Platforms

PC

Consoles

Mobile

VR

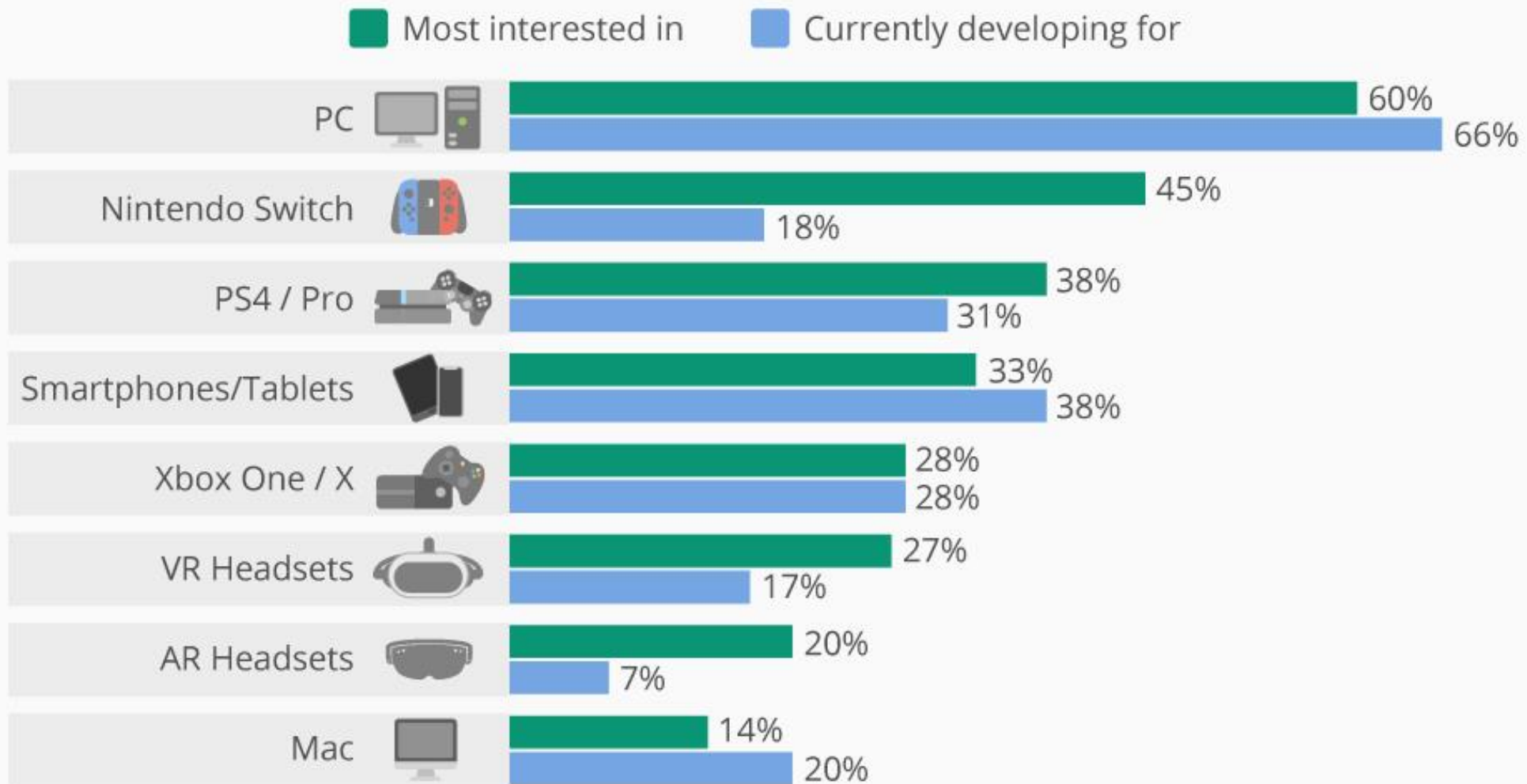
Arcade

Web Browser

Streaming

The Most Important Gaming Platforms in 2019

% of game developers most interested in/currently developing for the following platforms



Stores

PC 19+

Consoles 3

Mobile 5+

VR ???

Arcade 2

Web Browser Lots

Streaming 4+



03

Business Models

Monetization

Free-to-Play F2P

Pay-to-Play → Purchase (Digital or Physical)

Pay-to-Play → Subscription

Subscription Service

Streaming Service

What to do?

Update your report with details about the game:

Genre (if missing), core players experience, core mechanics (if missing), platforms, game elements from other genres.

Update your ideation challenge list with possible genres / platforms

Play a game in new genre

References

<https://www.idtech.com/blog/different-types-of-video-game-genres>