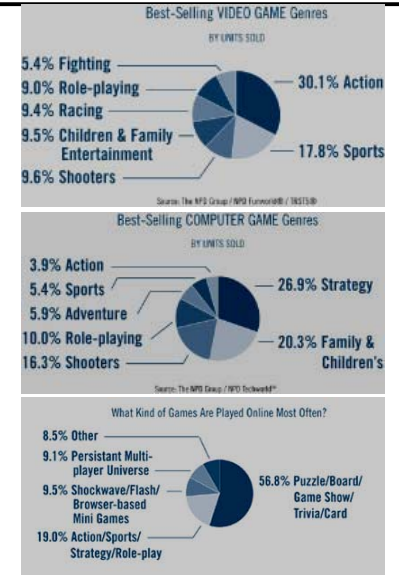


Video Game Genres

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Video Game Genres

- Action (1st or 3rd person shooter)
- Adventure
- Driving
- Puzzle
- RPG (Role-Playing Game)
- Space Simulations
- Simulations
- Sports
- Strategy
 - Empire building
 - Real-time Strategy
- Fighters
- Horror
- Arcade Remakes
- Stealth

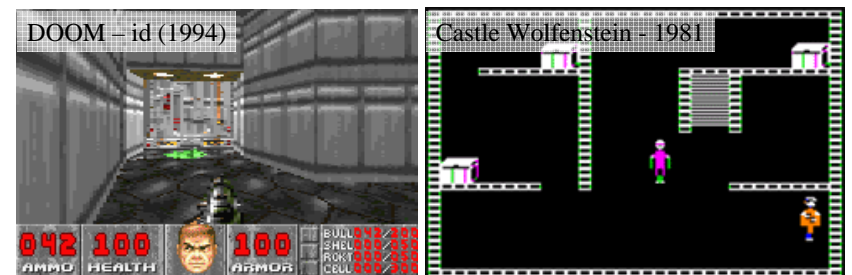


Gameplay

- Gameplay is the degree and nature of the interactivity that the game includes- ie. How the player is able to interact with the game-world and how that game-world reacts to the choices the player makes.
- In the game that you design, try to articulate its gameplay in a concise sentence and FOCUS on this goal throughout the development of the game.

Action (1st and 3rd person shooters)

Gameplay: run around and shoot things



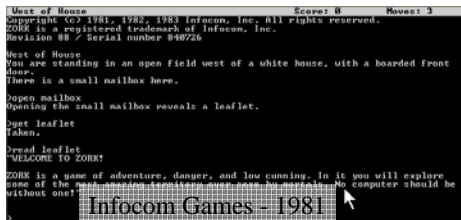
Adventure

Gameplay: solve puzzles, fight enemies, overcome physical obstacles

Mark of Kri – San Diego Studios (2002)



Tomb Raider – Eidos (1996)



A voice BOOOOOOMS out:
Welcome to Adventure number 1:
"ADVENTURELAND". In this Adventure
you're to find *TREASURES* & store them
away to see how well you're doing say
SCORE
Remember you can always say HELP
- TELL ME WHAT TO DO -

Adventureland – Scott Adams (1978)

Stealth: A Sub-Genre of Adventure

Gameplay: Remaining Hidden



Chronicles of Riddick (2004)



Thief: Dark Project (1999)



Metal Gear Solid (1998)



Tenchu (1998)

Fighters

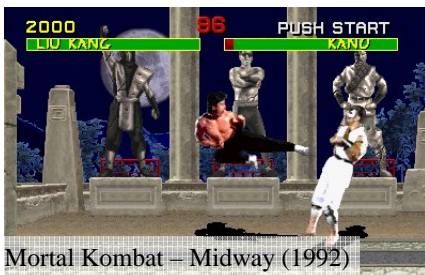
Gameplay: Punch & kick until opponent is defeated



Mortal Kombat Deadly Alliance – Midway (2002)



Virtual Fighter – Sega (1993)



Mortal Kombat – Midway (1992)



Karateka – Broderbund (1986)

Driving

Gameplay: Drive as fast as you can; stunt driving or run over people for bonus

Grand Theft Auto 3 – Rockstar (2002)

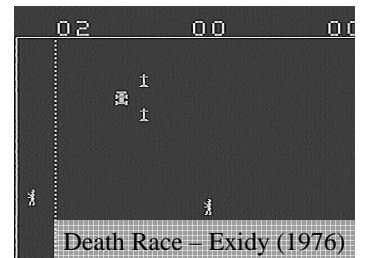


Mario Kart – Nintendo (2003)

Wipeout – Psygnosis (1995)



Pole Position – Atari (1982)



Death Race – Exidy (1976)

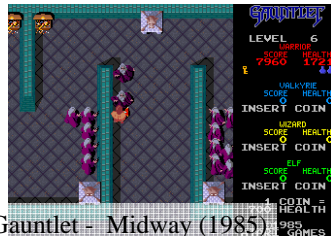
RPG (Role-Playing Game)

Gameplay: Similar to adventure, less emphasis on action, more emphasis on statistical dice rolling to determine outcome

Knights of the Old Republic – BioWare (2003)



Gauntlet Dark Legacy – Midway (2002)



Gauntlet - Midway (1985)



Wizardry – Sir-Tech (1979)

Space Simulations

Gameplay: Fly through space and shoot things

Rogue Squadron – LucasArts (2001)



Wing Commander – Chris Roberts, Origin (1990)



Star Raiders – Doug Neubauer, Atari (1979) (8K)



Real Time Strategy (RTS)

Gameplay: Build armies and battle



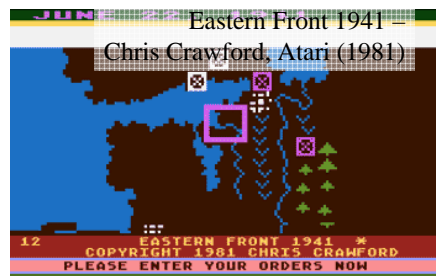
BattleZone – Activision (1998)



Command and Conquer – Westwood Studios (1995)



Archon – EOA (1983)



Eastern Front 1941 – Chris Crawford, Atari (1981)

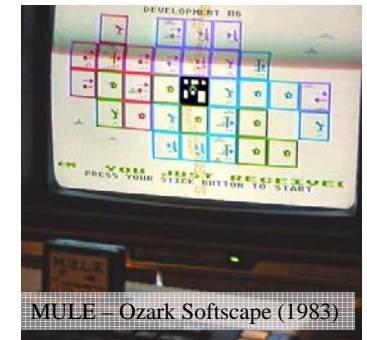
Empire Building

Gameplay: 4X games: Explore, Expand, Exploit, and Exterminate



Master of Orion – Simtex (1994)

Civilization – Sid Meier, Microprose (1991)



MULE – Ozark Softscape (1983)

The Elements of Modern Video Game

1. Developer & publisher logo screens
2. Opening animation / cutscene to provide context
3. Game configuration screen
 - Select control layout
 - Built-in tutorial
 - Game type - single or multiplayer
 - Cheats
 - Extras - unlockable gems
 - Credits
4. Level or Game prep screen and/or cutscene
 - Select attributes of your "character"- choose a person or a spaceship.
5. The Game level (save here)
6. The end-of-level cutscene
7. Save game here
8. Repeat from 4.
9. End of game cutscene.
10. Credits

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