

TMT3053 Computer Game Design & Development

Topic 3: Game Genres

Hamizan binti Sharbini₁

(shamizan@fit.unimas.my)

Dr Dayang Nur Fatimah Awang Iskandar₂

(dnfaiz@fit.unimas.my)

Faculty of Computer Science & Information Technology
Universiti Malaysia Sarawak



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Objectives

- Learn the taxonomy of **game genres**
- Understands what **elements** are featured in each one of the game genres
- Know the **classification of games** and their **interface requirements**
- Know which **direction** of certain genres that is suitable to be designed and developed for particular **audience**

The Game Genres

- Game genres is one of the method to classify games
- A genre is a category of games characterized by a particular set of challenges, regardless of setting or game-world content (Adams, 2010)
- Choosing a genre is important
 - to provide basic direction of a game's interface requirements
 - Many players buy a particular genre because they like the type of challenges it offers



Taxonomy of Game Genres



Exercise:

Find any existing games suitable for these genres

- Action games: _____
- Strategy games: _____
- Role-playing games: _____
- Real-world simulations (sports games and vehicle simulations): _____
- Construction and management games: _____
- economic and conceptual challenges: _____
- Adventure games: _____
- Puzzle games: _____

Action Games

- May have physical challenges
 - Require good hand-eye coordination and quick reaction
- Consists of first or third-person action games
- Can be a combination of racing games or fighting games
- Interface shall include control responsiveness, enemy differentiation or punishment or failure.



Adventure Games

- May involved storyline in order to solve puzzles (puzzle-oriented)
- The gameplay might or might not have a battle
- Must provide the player with clear directions or hints to play the game



Role Playing Games

- Also known as RPGs game
- Can have more than one role or character in the game
- Emphasize on narrative or dialogue
- Player can find as many objects or items in the game
- The interface for this game must be less complex
- Can be real-time or turn-based or both

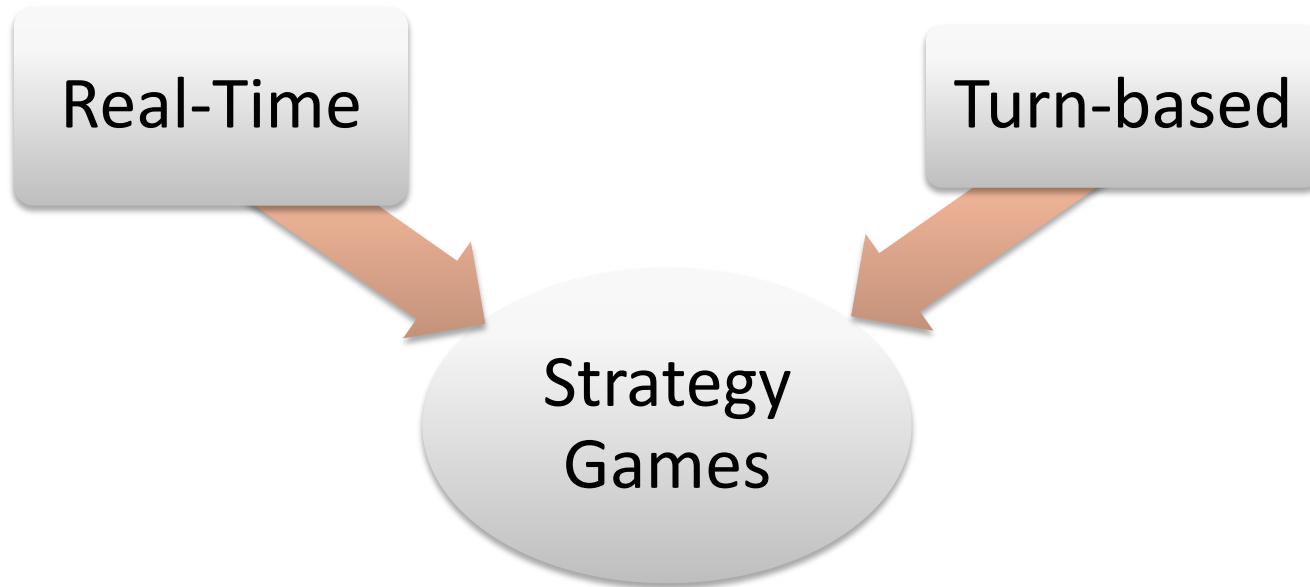


Simulation Games

- Contain real-world system featured in the game
 - Economic simulations
 - Sports games
 - Serious games (but can have entertainment as its goals)
- Need special interface elements.



Strategy Games



Strategy Games

- Real-time Strategy (RTS)
 - The player can control dozens of units (e.g. buildings) simultaneously
 - Single RTS can last from 15 minutes to an hour or more
- Have standard interface design (almost similar to RPG genre), but then slowly becomes complex interface (more advanced features and controls)

Strategy Games

- Turn-based Strategy
 - Also known as TBS and almost similar to RTS
 - Can be very complicated
 - Common on computer platform
 - Players will have to keep track of a large variety of parameters simultaneously
 - Have time flexibility (to allow the player to see mini map)
 - The interface can be in full screen mode (may contain 5, 10 or more unique full-screen interfaces, thus the interface is less standardized).

Multiplayer Games

- Have additional interface elements
- Cooperative Multiplayer – players work together
- Competitive Multiplayer – multiplayers beats other players
- Local Multiplayer – player share the same visual interface
- Online Multiplayer – played over Internet and can be played cooperatively, competitively or single player.

Summary

- Genre of a game is determined by its gameplay
- The game design elements can be applied in designing game based on its genre.
- Different interface setting will be required for each different genre
- It is important to consider interface convention during interface design and also the game's specific need.

References

- Adam, E. (2010). Fundamentals of Game Design (2nd Edition). Pearson.
- Saunders, K.D. and Novak, J. (2013). Game Development Essentials-Game Interface Design. Cengage Learning.