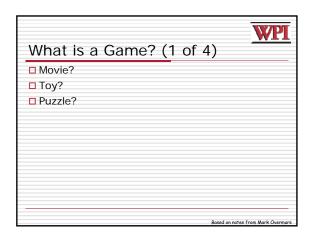
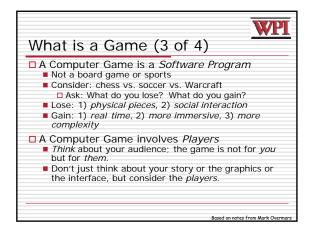


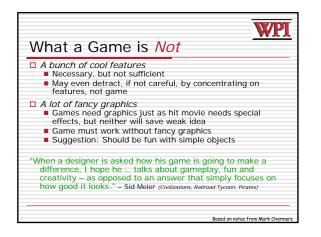
	WPI
Outline	
□What is a Game?	
Genres	

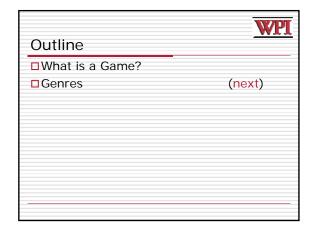




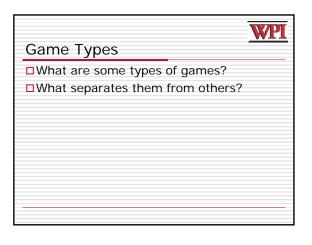










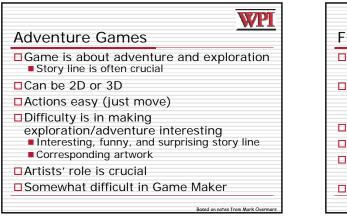


Arcade Games
 Reaction and speed are the most important aspects of the game Examples: scrolling shooters, maze games like <i>Pacman</i>, paddle games like <i>Breakout</i>, <i>Pong</i>
Relatively easy to make
Normally 2D graphics
Good starting point for first game
□ Relatively easy in Game Maker
Based on notes from Mark Overmars

Р	uzzle Games
	Clever thinking is the most important aspect Many maze games are based on puzzle solving, rather than on reaction time
	Other examples board games and sliding puzzles
	Normally 2-dimensional
	Relatively easy to create
	Except when played against a computer opponent
	Artificial Intelligence can be harder
	Ex: How to program the computer to play chess?
	Relatively easy in Game Maker
<u> </u>	Relatively easy in Game Maker

 Steer a character through a difficult world Examples are <i>Diablo</i> and <i>Baldur's Gate</i> Development of character to learn new skills, becoming more powerful, and finding stuff Opponents become more powerful as well Can create 2D or 3D
becoming more powerful, and finding stuff Opponents become more powerful as well
Companyate 2D an 2D
Generally harder to make because must create the mechanism of character development
Also normally need large world
Good level design is crucial
Difficult in Game Maker





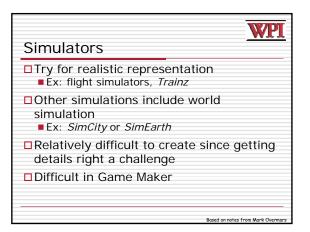
Based on notes from Mark Overmars

V	7
First-Person Shooters	
□ 3D version of many arcade-style game (move and shoot)	es
Emphasis is on fast-paced action and reaction speed, not on cleverness and puzzle solving	
□Many examples: <i>Doom, Quake,</i>	
□Need to be 3D	
Relatively difficult to create because o models	f
Difficult in Game Maker	
Based on notes from Ma	irk Ov

Third-Person Action/Platformer
 Player directly controls a game character (avatar) through a hostile world Tomb Raider, Prince of Persia, Onimusha
Often, not much emphasis on character development
Fast action and discovering the game world
Some have story line, other adventure game aspects
Can be 2D or 3D
Can sometimes be created easily
Moderately easy in Game Maker
Based on notes from Mark Overmars



WPI
Racing Games
 Really, special type of sports game But pervasive enough to get own category
Drive a vehicle, as fast as possible, or sometimes for exploration, or combat
 Either realistic Formula 1 or Grand Tourismo
or focused on fun (arcade) Midtown Madness or Ridge Racer
Both 2D or 3D
Difficult in Game Maker
Based on notes from Mark Overmars



	WPI
Party Games	
□ Variety of types ■ Ex: Mario Party, DDR, Karaoke, Guita	r Hero
Social aspects important with participants in the same space	
Allow for rapid change of turns	
Allow for disparate abilities (beginn and experts, both have fun)	iers
Easy in Game Maker	

Educational Games
Entertainment games are great at teachinghow to play the game!
 Educational games are designed to teach player knowledge or skill that is valuable outside the game Ex: math, reading, problem solving
Relatively difficult in Game Maker (unless you have the domain expertise)