

# Unit 13: Digital Games Production

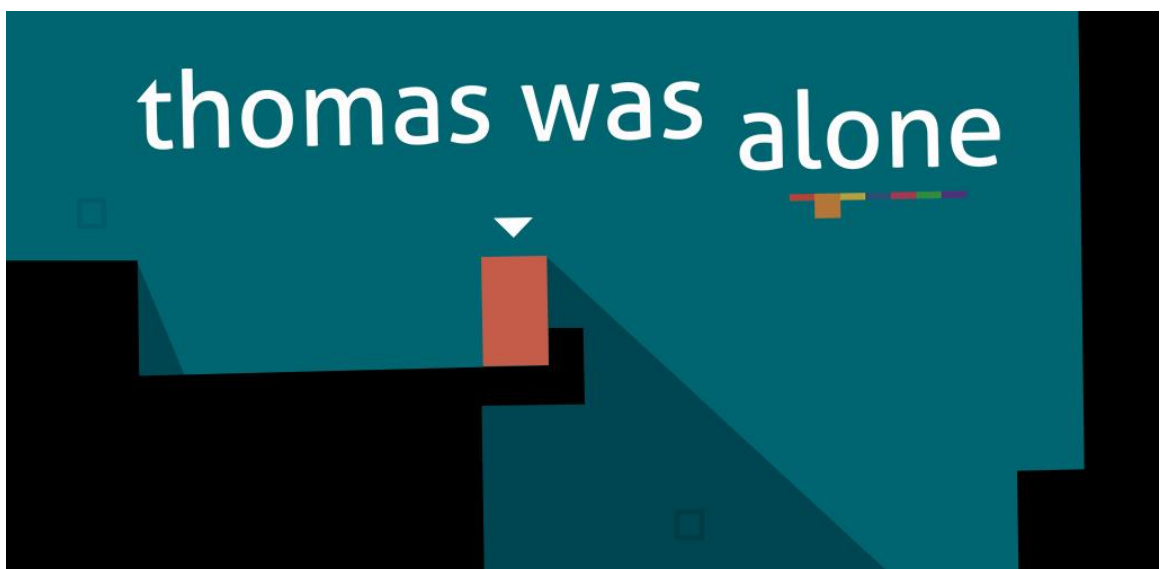
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## Game genres

A video game genre is a way to categorize games based on their gameplay, mechanics, and objectives, rather than their setting or story. Essentially, it's about how the player interacts with the game. For example, a first-person shooter (FPS) is defined by its perspective and focus on ranged combat, regardless of whether the game takes place in a fantasy world or a military setting. You need to begin by researching the different game genres and understanding the key differences between them.

### Fill in the blanks below

Genre	Example Game 1	Example Game 2	Features
Adventure	The Witcher		
	Tetris	Thomas was alone	
Sports			Competition
RPG			
Strategy			Harvesting resources
Action			Quick reflexes
Simulation			
Hybrid			



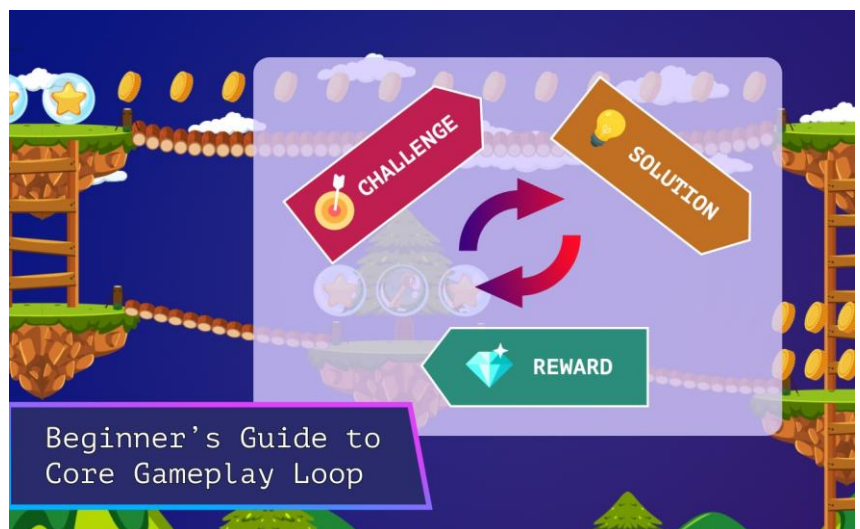
## Gameplay design

Gameplay design refers to the process of defining and creating the interactive elements of a game, including its mechanics, rules, and systems. It focuses on how players interact with the game world and other players and aims to create an engaging and fun experience.

### Fill in the blanks below

Gameplay Design	Example 1	Example 2	Example 3
Mechanics	Jump height	Double jump	Dash
Goals, challenges and rewards	3 star a level	Unlock new skin	
Progression			Unlock ability
Balance		Equal but different skills/powers like street fighter	
Fair, unfair player punishment	Regular re-spawn points		
Secrets and easter eggs		Minecraft toast the bunny	
Replay value	Hades 'god mode'		
Target audience			

Below you can see an example section of the game genre analysis essay you will need to complete as part of this course. Using this as a guide you need to complete a similar section for the Puzzle genre. Select 2 contrasting games, describe them and compare their similarities and differences. Make specific mention of at least 2 gameplay design elements (from the table above)



## Genre: Adventure

**Description:** Adventure games are games that have a long storyline or plot that usually changes based on the actions that the player makes, it is common for there to be a large environment for the player to explore and find curious and interesting items or 'collectables'. These are very similar to RPG's however you play as a designated character that has already been established for example the Uncharted series with Nathan Drake and Assassins Creed with the characters you meet at the start of all the games. Some levelling up and progression is also usually implemented into the game genre so that the game doesn't feel stale and players don't get bored whilst they're playing the game.

**Evaluation:** The Witcher 3 features a skill system whereby each time you level up you can spend your earned skill points on skills, these range from increasing combat proficiency to expanding your craftable items list. This sort of system is good because it allows the player to have a say in not only their combat experience but their growth as a character, having a skill system allows the player to fight and play how they would like to e.g. from range and using spells vs close quarters with a sword. However a negative is that people who are new to the RPG skill system style can often become lost in it and be not sure where to invest their points, if the game then does not have a way of resetting your skill points so that you may assign them then an ill informed player can become frustrated at the fact that they would have to create a new save in order to change their character's style.



**Analysis:** The game caters to its audience using common RPG mechanics, but in a way that includes fantasy elements as well, e.g. they introduced a second sword designed for conflict with creatures and monsters, as well as 5 magical signs/spells. The game was successful at combining these different mechanics together to form an engaging experience both suited towards fans of RPG games and fans of fantasy-based games. However, to reach its full potential as an RPG genre, the game could have explored the character progression system a little more deeply, as the player can only play as one strongly defined character and class, meaning they can only experience the world and gameplay from a certain perspective, and it's quite linear, meaning there's also limited replay ability option. With the game being so complex and deep, it's clear that the game wanted to aim at its target audience as much as possible, with the age rating being 18 +, the game was meant to be understood by older people, as an audience of a younger age may not have known how or why some of the elements in the game worked the way they did (like the magic signs/symbols for example), requiring a certain level of maturity to fully grasp the concept of the game.

## Fill in the blanks below

**Genre: Puzzle**

**Description:**

**Evaluation:**

**Analysis::**

## Software

This course will require you to learn the Unity Game engine. This is a complex piece of software and is used by professional game studios to create full games. Hollow knight (if you do not know this you should definitely check it out) was made by a team of just 2 people using this software!

If you have a computer at home please have a go at downloading this software, it is free.

<https://unity.com/download>

You'll also need Microsoft Visual Studio. Again this free. <https://visualstudio.microsoft.com/>

Once you've got these are then encouraged to have a go at your first game! Use a YouTube tutorial like this one which will walk you through the entire process of building a game from scratch!

<https://www.youtube.com/watch?v=nPigL-dlqgE>

