Chapter 1
Gameplay:
the game’s the thing
Key Chapter Questions

- What is the difference between *gameplay style* and *genre*?
- What are some basic player *expectations* associated with particular game styles?
- Are there types of games best suited to *GameSalad Creator*?
- Is it possible to introduce *changes* to gameplay without losing players?
- How effective is the *blending* of gameplay styles and genres?
Under the Sun . . .

Source iStockphoto. Photo by Martine Doucet.

Hide-and-Seek
Genre & Style

Image courtesy of Kimberly Unger.

genres & gameplay styles
Genre & Style
Action
Paddleball

Gem Breaker
Genre & Style

Action

Run ’n’ Gun

Waves of enemies in a run ’n’ gun game such as SZCBeyond
Genre & Style

Action
Hack ’n’ Slash

Source Apple Inc.

Hobo with a Shotgun
Genre & Style

Action  
Platformer

Tile-based level design for a game such as Cheeseman
Genre & Style
Physics

Source Apple Inc.

Zig Zag Zombie
Genre & Style

Fighting

Image courtesy of Appy Entertainment, Inc.

FaceFighter Ultimate
Genre & Style

Strategy

tower defense-style template

Image courtesy of Utopian Games.
The Intersection of “Meh” & “Whee!”

Pachinko Madness first level & higher level

Image courtesy of Kimberly Unger.
The Intersection of “Meh” & “Whee!”

An Actor already in the Scene has two tabs in the Backstage: Prototype and Instance.
Summary

- Under the Sun . . .
- Elements of Gameplay
- Genre & Style
- The Intersection of “Meh” & “Whee!”
- Best Foot Forward