



Picture 1: <http://www.gameslelo.com/entries/general/know-game-genres>

<https://glitchwave.com/games/genre/>

Action

The action category refers to the broadly applied term for games with major emphasis in testing and challenging the player's abilities, such as reflexes, dexterity, timing, reaction time and eye-hand coordination.

Action-adventure

Is a term used for games, which include elements of both, as its name suggests, the action and adventure genres and is thus considered by many to be possibly the broadest genre in video gaming. In traditional adventure games the player is tasked with solving puzzles and difficult situations with little to no action, whereas action games focus on combat and reflex testing, so action-adventure ideally includes both of these aspects in one.

Adventure

Adventure games tend to heavily focus on narrative (which can be either a formal or abstract narrative) and often feature some kind of exploration or puzzle solving - though this can vary from subgenre to subgenre

Arcade

Most of the notable early examples of arcades were released in the form of coin-operated machines in amusement arcades. Titles such as Pac-Man, Donkey Kong, Space Invaders, Mortal Kombat, Metal Slug, Mario Bros., and Sonic the Hedgehog helped define and popularize the genre early on.

Driving

Games where the player controls an automobile, but is not necessarily racing against opponents or completing laps of a course. These games may focus on exploration, completion of missions, finding collectibles or other objectives. While some of these games feature an open-world, others involve a specific set of levels that the player must complete.

Edutainment

Brain game. Logic puzzle. Scholastic (Games in which the gameplay is designed specifically around learning, such as math problems, spelling, or color identification. Edutainment games that teach through traditional video game mechanics (such as action or platforming) do not fall under scholastic.) Typing.

Fitness

Games, which involve players doing forms of exercise via technology such as motion, control or dance pads which tracks body movement and reaction.

Incremental Game

Also known as idle games, clicker games, or clicking games. Video games whose gameplay consists of the player performing simple actions such as clicking on the screen repeatedly ("grinding") to earn currency.
https://en.wikipedia.org/wiki/Incremental_game

Maze

Games in which the player must navigate a maze or maze-like environment. Maze games can fall under many other genres, such as maze puzzle games where the objective is to find the correct path to reach a maze's end, or action maze, such as Pac-Man and Bomberman, where the objective isn't to solve a puzzle but rather to avoid/defeat enemies and/or gather items in an area structured similarly to a maze.

MMO

A game in which a substantially large number of players can interact simultaneously over the internet in a world or universe that is persistent in some form.

Open World

A game in which a player is given a large open world to explore, often choosing when to approach objectives or even a lack of objectives, as opposed to be given a set order of goals (though one may still have to complete some objectives to unlock others).

Party

Video games that feature a collection of minigames that are generally meant to be played with multiple people at once. Minigames are often competitive and occasionally team-based.

Platformer

Games that involve maneuvering a character from platform to platform, typically via jumping, and often avoiding obstacles and pits along the way.

Puzzle

Games which require players to manipulate objects in real-time to solve environmental puzzles OR in which the player must locate specified hidden objects within an image or visual field in order to advance OR in which there is a specific solution (or in certain cases, a few possible specific solutions) that the player must solve in order to progress.

Racing

Arcade racers are racing games that are considered more fun and easy as opposed to racing simulations. They use physics that make the cars easier to handle, and overall the games are decidedly easier than racing simulations. This means the physics used on the cars does not reflect their real world models.

Rhythm

Games that require the player to follow either a pre-set or randomly generated musical rhythm to progress, either by pressing a sequence of keys at the correct times on a traditional control pad (such as PaRappa the Rapper), or by using a bespoke controller to emulate dancing (dance), singing and rapping (singing), or the playing of a musical instrument.

Roguelite

Roguelite games are inspired by roguelike, usually featuring elements like permanent death and randomly-generated levels. Unlike true roguelikes, however, they often eschew traditional RPG and turn-based combat elements in favor of other things like platforming or strategy. Additionally, roguelite games often have unlockables that persist across play sessions.

RPG

Role-playing games, or RPGs, are essentially but not exclusively defined by games which the player takes the role of a character (or a team of characters) in a certain fictional setting, what explains the applied term.

Simulation

A simulation game attempts to copy various activities from real life in the form of a game for various purposes such as training, analysis, or prediction. Usually there are no strictly defined goals in the game, with players instead allowed to freely control a character. Well-known examples are war games, business games, and role play simulation.

https://en.wikipedia.org/wiki/Simulation_video_game

Social Network Game

Mostly casual online games that feature multiplayer mechanics and are played through social networks such as Facebook.

Sports

A sports game is a video game that simulates the practice of sports. Most sports have been recreated with a game, including team sports, track and field, extreme sports and combat sports.
https://en.wikipedia.org/wiki/Sports_game

Stealth

Stealth games are a form of game with focus on avoiding detection by enemies rather than fighting them directly. While some games do allow for more direct combat, the emphasis in stealth games is to achieve objectives by sneaking past enemies or eliminating them without being detected, often making use of equipment, abilities and the game environment to achieve this. Early examples of the genre include 005, Castle Wolfenstein and Metal Gear, and well-known series' include Thief, Splinter Cell, Hitman and Metal Gear Solid.

Strategy

Strategy video game is a video game that focuses on skillful thinking and planning to achieve victory. It emphasizes strategic, tactical, and sometimes logistical challenges. Many games also offer economic challenges and exploration. They are generally categorized into four sub-types, depending on whether the game is turn-based or real-time, and whether the game focuses on strategy or tactics.
https://en.wikipedia.org/wiki/Strategy_video_game

Themes

Adult, Advergame, Alternate history, Augmented reality, Character, Comedy, Crime, Cute 'em up, Dinosaur, Dystopian, Espionage, Fantasy, Filmmaking, Gothic, Horror, LGBT, Martial Arts, Monster Collector, Monster Truck, Motorcycle, Music, Mystery, Noir, Off-road, Post-apocalyptic, Postmodernism, Religious, Romance, Satire, Science Fiction, Space, Surrealism, Time Period, Tragedy, Virtual Reality, War

Trivia

Games that test either the player's general knowledge, or their knowledge of a particular topic such as sports or music. While these games may include visual representations of progression through 'rounds' or levels, sometimes imitating game shows and board games, the interactivity of the player revolves largely or entirely around answering questions. Typically the questions are in multiple choice format, and the player is given a time limit in which to answer them, but there are examples of trivia games that do not employ these features.

User Generated Content

User-generated content describes games which revolve almost entirely around the creation of content by the player themselves. They share similarities with computer software creation tools, in that they can be used to create content from scratch or from a selection of pre-defined materials.