

# Computer games

Работу выполнил

Студент группы

382

# Computer games divides to:

Simulators

RPG

Strategy

Puzzle

Sport

Board

Adventure

# Simulators

Game, whose task is to simulate the control of a process, apparatus or vehicle. Such games are very well suited for learning in any industry. For example, in piloting.

The first simulation game may have been created as early as 1947 by Thomas T. Goldsmith Jr. and Astl Ray Mann. It was a simple game that simulated a missile fired at a target. The curvature of the rocket and its speed could be adjusted using several knobs.



# Strategy

Genre of computer games; games of this genre are characterized by the fact that the player must use strategic thinking to achieve the goal, and this is opposed to quick action and reaction, which, as a rule, are not necessary for success in such games.

Strategy games divides by time:

- RTS (Real Time Strategy)

Such games as Dune II, Europa Universalis IV

- TBS (Turn-Based Strategy)

Worms, Scorched Earth

- Hybrid

For example, Empire, King's Bounty, Warlords, SimCity, Civilization, Heroes Might and Magic



# Sport

- It is a video game genre that simulates the practice of sports. Most sports have been recreated through the game, including team sports, track and field, extreme sports, and martial arts. Some games focus on real-life sports, while others focus on strategy and sports management. Some of them make fun of sports for the sake of comic effect. This genre has been popular throughout the history of video games and is competitive, just like real sports.



# Adventure

One of the main genres of computer games, which is an interactive story with the main character controlled by the player. The most important elements of the game in the genre of quest are the actual narrative and exploration of the world, and the key role in the gameplay is played by solving puzzles and tasks that require the player to mentally work.



# Role Play Game

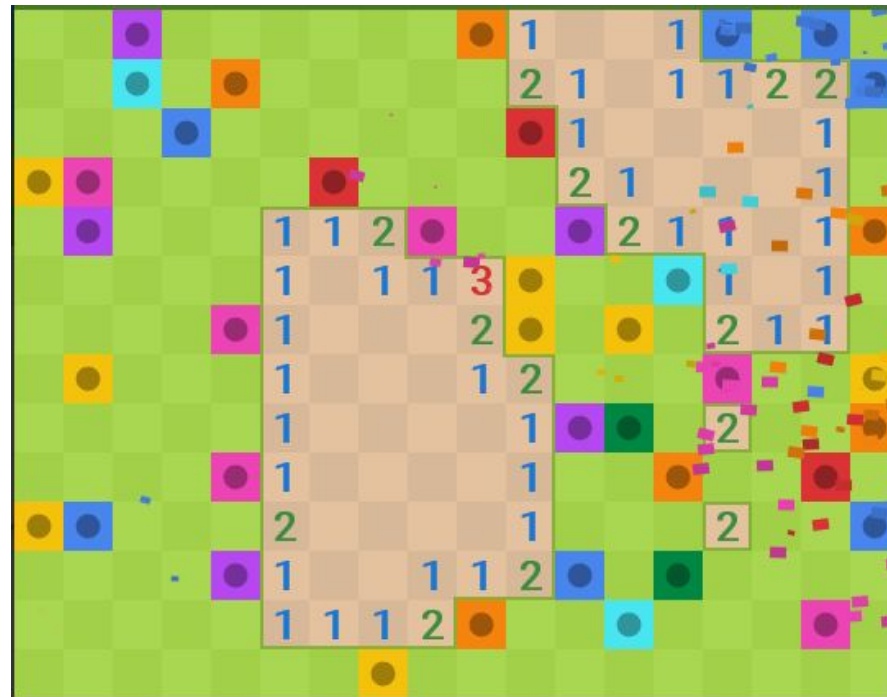
A genre of computer games based on the gameplay elements of traditional tabletop role-playing games. In a role-playing game, the player controls one or more characters, each of which is described by a set of numerical characteristics, a list of abilities and skills; examples of such characteristics can be health points, indicators of strength, dexterity, intelligence, defense, evasion, the level of development of a particular skill, etc.



# Puzzles

The name of the genre of computer games, the purpose of which is to solve logical problems that require the player to use logic, strategy and intuition.

For example, Minesweeper





# Board games

- A board game based on the manipulation of a certain set of items that are usually placed on the playing field.
- Board games do not require active movement of players and special devices. Board games can be played if there is a small space and the company of 2 people or more.

