**Game Genres**

**Real-Time Strategy - RTS:**

Real-time strategy games are a genre of game that typically involve building up a sort of homebase (be it a military base, a village or a nation, depending on the game) and typically involve the collecting of resources and the production of units. Most RTS’s have a goal of defeating all of the opposing AI teams while competing for territory and resources.

Often mission based with certain objectives, the most well-known and successful RTS’s are Command & Conquer, Starcraft and Age of Empires. These are all primarily military based (although they do contain methods of winning by other means). The game genre is more common on PC games although they are available on a console platform, but have tended to be less successful on console.

 Large scale warfare is typical and one of the biggest selling points of RTS games. This screenshot from C & C 3: Tiberium Wars shows a typical 3-way battle of the series.

**Role Playing Game - RPG:**

RPG’s are a huge and extremely successful genre. Basically in existence for as long as home gaming has been around and only ever increasing in popularity. RPG’s are generally combined with other genres; there are big sandbox RPG games such as the Elder Scrolls games, MMO RPG’s such as World of Warcraft and Runescape, and then typical RPG games such as the Final Fantasy series.

The bookmarks of RPG are intensive story, in depth character development and ‘quests’ missions given to the player to either further the storyline or unlock sidestories or new equipment. Generally, the playable characters in RPG can be aesthetically customised to a degree; although this usually depends on the equipment you have given your character.

**First Person Shooter - FPS:**

First person shooters are a genre that has enjoyed much success over the last decade, mostly due to the Call of Duty and Halo series, both of which have rocketed in popularity to become games that typically go platinum on release day. These types of games entail a first person camera view which generally gives a view directly down the barrel of the characters’ weapon. The games are usually split into missions, in which the player travels through a level, getting into skirmishes with groups of opposing combatants along the way and is required to kill them; killing all enemies is almost always necessary 

Modern FPS’s often have an extensive multi-player, online aspect, which for the Big games (i.e. Call of Duty) is the main reason for playing for a vast majority of players. There is often a level up system, with new weapons or power-ups available at new levels (as seen in Resistance, Halo, Call of Duty, Team Fortress and Battlefield).

**Hack n Slash:**

Hack n slash are a genre of game that centres mainly on the killing of mass amounts of enemies in predominantly melee combat. They originated from 3rd person beat ‘em up games and have become weapon based, combat intensive games that usually have only a basic storyline tying the plot together. More recent hack n slash games have taken on more RPG like elements (unlocking combos, buying upgrades) whereas originals such as Golden Axe did not have these aspects.

