Subject: Re: Modern vidya powerhouses
Posted by GEORGE ZIMMER on Mon, 12 Sep 2011 20:33:44 GMT
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R315r4z0r wrote on Mon, 12 September 2011 10:09The amount of variety between modern FPS games is equivalent to the amount of variety between old-school arcade style games.

Sure arcade games might have had different "objectives" but they were still a couple pixels going from point A to point B. Just as FPS games all have you pointing and shooting a gun at some target.

So, technically, the variety of popular games hasn't really changed at all in the last 20 years.

That's why it isn't about playing popular games but finding those hidden gems that no one ever talks about... like Renegade, for instance.
I dunno man, that's kinda reaching. Sure, Mario and Sonic had similar objectives (reach the end of the stage by going right), but they were both pretty damn different.

Then you had Castlevania, a pretty balls-to-the-wall difficult game series, with the later ones having you explore the map rather than just going from point A to point B.

Sure, a lot of the platformers had similar gameplay mechanics- collectible items (Rings, coins, hearts, bananas, whatever), but the way the game used them was always different (Rings doubled as a shield, hearts were used for sub-weapons, etc).

When you break it down, there's ultimately various similarities between almost every game- it's the way they handle them that matters. IE:

-Resources, sometimes in the form of collectibles. Health, ammo, life, air (in water sections of games), and all that count as resources.
-Opposition, or the thing that's keeping you from reaching the goal.
-Levels, which need to change regularly in order to keep the game from getting boring. Can even be one massive world, as long as there are separate environments that are atleast somewhat defined.
-Player control/user interaction

These are things that pretty much every game ever has in common. However, a lot of older games change up the approach to all these basic elements. I feel like newer ones do not.