

# Video Games as stories

Despite what many believe, video games are more than just games. They are an art form that can be used to tell great stories, just like books or movies. Video games, like any other medium, can be separated into different genres, which have an influence on what kind of story the game tells and what kind of protagonist it will have. To give you an idea of what genres there are and how they could influence your own character, you can have a look at this brief overview of different video game genres:

## RPGs

RPG stands for “Role Playing Game”. In these games you typically explore an open game world, level up your character and unlock new skills. The protagonists in these games often start off as normal people and then gain new abilities throughout the game.

Examples: The Legend of Zelda: Breath of the Wild

## Shooter

Shooters are games which focus on using guns or other ranged weapons to shoot opponents. These games are often set in a military setting and use regular guns, but they may also use other settings (laser guns in Sci-Fi, magical weapons in fantasy settings, ...). The story needs to contain a lot of action and the character needs to be competent with whatever ranged weapon they are using.

Examples: Halo, Overwatch

## Jump and Runs

Jump and Runs are games which are mainly concerned with using parkour to overcome obstacles. These are often in 2D, but can also be in 3D. The protagonists in these games often have special mobility abilities, like dashing or double jumping, to create fun mechanics for the players.

Examples: Mario Odyssey, Rayman Legends

## Action Adventures

Action Adventure games usually tell the story of an adventurer who explores linear levels. They combine parkour with combat and puzzles. The protagonists in these games need to be adventurous and are usually depicted as “cool”.

Examples: Uncharted 4, Prince of Persia

## Fighting

Fighting games are games that focus on 1 vs 1 fighting. They usually have a variety of different characters that players can choose to use as a fighter. The setting is oftentimes some sort of tournament that the characters take part in. The characters in these games are usually specialised in some form of combat / martial arts. If the setting allows it, they may also fight using magic or weapons.

Examples: Street Fighter, Tekken

## Puzzle game

Puzzle games are based on solving various puzzles. The player oftentimes has to explore the world to find different objects to solve the puzzles with, in order to advance. The protagonist will often have a specific location they want to reach and have to face the puzzles to get there.

Examples: Stray, Deponia