Genre	Common Core Mechanic	Good Narrative Focus Technique	Example Game
First Person Shooter (FPS)	Aiming, Shooting, Dodging	Action-oriented, fast paced, moment to moment storytelling with fast beats. Story is usually kept longer for breaks between action.	Portal 2, Destiny, Battlefront 2
Tactical Strategy Game (TSG)	Upgrade resources, Build special facilities, Battle an opposition	Turn-based gameplay, slow paced storyline that is usually presented as the overarching state of the game rather than needing to complete objectives to progress through the story.	Pokémon Tower Defence, Subterfuge, XCOM
Real Time Strategy Game (RTS)	Upgrade resources, Build special facilities, Battle an opposition	Turn-based gameplay, slow paced storyline that is usually presented as the overarching state of the game rather than needing to complete objectives to progress through the story. You play online against others.	Command & Conquer, Clash of Clans, Unity of Command
Role Playing Game (RPG)	Levelling up, Upgrading, Completing objectives	Games with a world that is open to explore with objectives to complete. The player works through the story or with the story as an overarching state of the game.	Pokémon, Eden Eternal, Earthbound

Simulation	Control the character	Games based off of real-life where the player experiences the events of the game as the character.	Sims, Cooking Mama, Spore
Platformer	Run, Jump, Attack	Play through as a main character through a storyline with an end goal.	Super Mario Bros, Hollow Knight, Fancy Pants Adventures
Action Adventure	Fight, Explore, Complete objectives	The game contains events that are heavily story driven and progresses as the player completes challenges and puzzles.	Tomb Raider, Legend of Zelda, Resident Evil
Action RPG	Fight, Upgrade stats and gear, Complete missions	Games with a world that is open to explore with objectives to complete. The player works through the story or with the story as an overarching state of the game.	Chrono Trigger, Legend of Zelda, Spiral Knights
Sandbox Game	Harvesting materials, Crafting, Explore the open world	An open-world environment where the player can play at their own pace.	Minecraft, Cardlife, No Man's Sky
Adventure	Complete objectives, Multiple choice	The game contains events that are heavily story driven and progresses as the player completes challenges and puzzles.	Firewatch, Night in the Woods, Until Dawn, Undertale, Deltarune