Game Designers Workshop – Part Two

Task 1: What do each of these words mean?

| Genre | |
|-------------|--|
| Goal | |
| Glitch | |
| Environment | |

Task 2: Use the table below to compare three different games

| Game & Genre (type) | Goal | Environment | Game mechanics (rules) |
|---------------------|------|-------------|------------------------|
| 1 | | | |
| 2 | | | |
| 3 | | | |