*Research aspects you do not know online.*

|  |  |
| --- | --- |
| title of the game |  |
| platforms the game can be played on |  |
| director of the game |  |
| lead designer(s) of the game |  |
| release date |  |
| sales to date in dollars |  |
| genre, with a focus on role-playing games (RPG) | (Choose from the options below.) |
| * + Action RPG
 |  |
| * + MMORPG (massive multi-player online role-play games)
 |  |
| * + tactical RPG
 |  |
| * + Sandbox RPG/Open World RPG (players can explore and approach objectives without any restrictions)
 |  |
| * + DRPG (Dungeon RPG, first-person party-based RPG) (1 player leads a party of adventurers through a dungeon or labyrinth)
 |  |
| mode (number of players, relationship between players) | (Choose from the options below.) |
| * + Head-to-head (1 player vs. 1 player)
 |  |
| * + PvE (player vs. environment/ player vs. monster)
 |  |
| * + one-against-many (1 player vs. multiple players)
 |  |
| * + free-for-all (1 player vs. 1 player vs. 1 player vs. …)
 |  |
| * + team-competition (multiple players vs. multiple players [vs. multiple players…])
 |  |
| * + separate individuals vs. the environment
 |  |
| The objective of the game is to | (Choose from the options below or add an appropriate option.) |
| * + capture/destroy
 |  |
| * + gain territorial control
 |  |
| * + collect items, …
 |  |
| * + solve
 |  |
| * + chase/race/escape
 |  |
| * + build
 |  |
| * + keep others from …
 |  |
| * + …
 |  |

|  |  |
| --- | --- |
| The narrative of this video game is  |  |
| * + linear
 | (If the narration of the video game is linear, summarize it.) |
| * + non-linear
 | (If the narration of the video game is non-linear, focus on * the initial setting/dilemma/conflict/objective of the game
* the options of player interaction)
 |