Chapter 2
Platforms & Player Modes
what is the framework?
Key Chapter Questions

■ What *platforms* are available for games, and what specific elements are associated with each platform?

■ How does choice of *hardware* affect the way a game is developed and played?

■ How do *modes* based on number of players affect the way games are created?

■ What types of platforms and modes are most appropriate for *co-operative* or *competitive* styles of play?

■ What are time *interval* options, and how do they change the way a game is played?
Platform
Arcade

Mach 3

Crystal Castles

Atari Interactive, Inc.
Platform Console

Xbox 360
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PlayStation 3
Sony Computer Entertainment America

Wii
Nintendo
Platform

Computer
Platform Online

Xbox Live Marketplace

PlayStation Store

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Sony Computer Entertainment America

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Platform
Handheld

3DS
Nintendo

PS Vita
Sony Computer Entertainment America
Platform
Mobile

iPhone 4
Apple

Galaxy S2
Samsung

iPad2
Apple

Galaxy Tab 10.1
Samsung
Platform
Tabletop

Pearlgracehu (Photobucket)

Risk
Time Interval
Turn-Based

Pool
Time Interval
Real-Time

Big Stock Photo

Soccer
Time Interval

Time-Limited

Boxing

Timed Chess
Player Mode

Single-Player

Silver Creek Entertainment

Hardwood Solitaire IV
Player Mode
Two-Player

Streets of Rage 2
Player Mode
Local Multiplayer
Player Mode
LAN-Based Multiplayer
Player Mode
Online Multiplayer

Trion Worlds

Rift
Summary

- Platform
- Time Interval
- Player Mode
- Game Elements: The Significance of Platforms, Intervals & Modes