

# Mechanics

## How do you play & interact?

Discuss the Gameplay types and select those that apply to your game.

MECHANIC	GAMEPLAY
Avoiding Unkillable Objects	Objects that you can't touch, destroy or move
Game Repeats Until You Die	Keeps going until you die or just repeats upon completion
Repeat Pattern	Repeat a series of given steps
Forced Constant Movement	You can't stand still at any point
Block Puzzles	You move standard sized objects around in a specific way
Big Gains for You Can Be Big Gains for Enemy	The more points you take the better position your enemy will be in also
Block Path	You don't directly fight your enemies but instead try to block their movements
Information Overload	Lots of information provided, and you make sense of it to make good moves
Switch Modes	You constantly switch between two (or more) modes to effectively fight or move
Bouncing Object	You can't control an object, but can try to direct its path
Gravity	Objects are pulled either in a certain direction or towards certain objects
Mouse Dexterity	You must move the mouse in a specific way without making errors
Spinning Plates	Your attention is split between multiple simultaneous objectives
Squad	Control multiple characters that must work together to achieve an objective
Jumping	Jump from one platform to another without falling
Timed	Achieve a task within a time limit
Protect a Target	Stay alive <i>and</i> protect a target from enemies
Undirected Exploration	You have a large map and can wander, but obtaining items will help open up areas
Bullet Hell	You're surrounded by a large number of enemies/deadly objects
Brawling	You have several different types of attacks to use against one or multiple enemies
Dialogue Tree	When you talk to other characters, they select one of many possible things to say
Building	Place different types of building blocks anywhere in the world to construct objects

