|  |
| --- |
| **Chapter 2 – Platforms & Player Modes: What Is the Framework?**Platform* Arcade
* Console & Handheld
* Computer
* Online
* Mobile
* Immersive

Time Interval* Turn-Based
* Real-Time
* Time-Limited

Player Mode* Single-Player
* Two-Player
* Local Multiplayer
* Online Multiplayer

Game Elements: The Significance of Platforms, Intervals & Modes |
|   |  |   **© 2022 Jeannie Novak**   |