



## 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