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Subject: Modern vidya powerhouses

Posted by [GEORGE ZIMMER](#) on Mon, 12 Sep 2011 07:22:35 GMT

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So, as most of us know, the biggest names in modern gaming are- for the most part- FPS's. There's exceptions (Starcraft, World of Warcraft, Minecraft, etc), but it's a pretty obvious trend (Call of Duty, Battlefield, Halo, Half Life, Counterstrike, etc). There's also usually common gameplay themes- you're one dude who goes up against entire armies, for the most part. Or, for the multiplayer, you just kill eachother. Pretty simple stuff for the most part.

But back in the day, before the jump to 3D, there was a little bit more variety. Not THAT much (I don't want to say "hurr modern games are nothing but FPS" and then glorify old games as if they were all unique gems), but still- you had platformers, fighting games, and RPG's as the "big boys".

That's not to say modern games lack variety, but most of the change from the norm seem to be exceptions. StarCraft, while part of a rather large genre of games, is one of the few RTS's to gain huge attention (and was made right around the jump to 3D anyway and only has 2 games in the series). C&C is great, but its following is pretty damn low, and it's pretty much the second biggest RTS series... so you can't much say RTS's are a "popular genre".

The only other one I can honestly say somewhat prevails is the MMO genre- but those tend to be extremely split communities, rather than seen as a genre.

The question is, why? 3D games offer more variety than 2D ones do, yet it seems like there's one, maybe two, popular genre's of videogames these days. Sure, there are exceptions- but they're just that, exceptions.

Take for example, the platformer genre. It's not like people won't buy them- Mario is still a hugely successful game series. Spyro was even started in 3D, and it worked fairly well. But it seems like designers are skittish of making 3D platformers, usually putting them on the back of their to-do list.

I, for one, would love to see, say, a 3D Castlevania game (I'm sure there was one, but it obviously flopped). Or Sonic picking itself up again as a regular, popular series (which it CAN do, Sega just needs to stop being retarded). Or Spyro being brought back and actually being good.

Is it the consumers? Are the majority of people really okay with FPS's being the majority of their games? Or the developers/puplishers?

TL;DR: why vidjyagaems no variety? discuss.

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