

## Strategy games by Maria

### DEFINITION OF STRATEGY GAMES

A game is any activity undertaken or regarded as a contest involving luck, skill, or a combination of both, and played according to a set of rules for the enjoyment of the players or spectators.

When we talk about **strategy games**, luck do not determining the course and evolution of the game. This means that players' decision-making skills have a high significance in determining the outcome of the game. If players have the ability to choose the actions they want to take, then victory results from those better decisions and skilled players have a much better experience.

**A Strategy Board Game** is defined as a board game that directs the player to devise a long-term strategy plan that he can adjust during a game to beat his opponents. Often the player is asked to make decisions both for his immediate plans (next moves) and for the general plan that will follow in the game. When thinking of a Strategy Game you need to have in mind a plan, plan and decisions within the game that can judge the game.

A **strategy video game** is a video game that focuses on skillful thinking and planning to achieve victory. It emphasizes strategic, tactical, and sometimes logistical challenges. Many games also offer economic challenges and exploration. Even though there are many action games that involve strategic thinking, they are **seldom** classified as strategy games.

A strategy game is typically larger in scope, and their main emphasis is on the player's ability to outthink their opponent.

Strategy games rarely involve a physical challenge, and tend to annoy strategically minded players when they do. Compared to other genres such as action or adventure games where one player takes on many enemies, strategy games usually **involve** some level of symmetry between sides.

Each side generally has access to similar resources and actions, with the strengths and weaknesses of each side being generally balanced.

### **The Common Elements of Strategy Games**

The primary factors that influence whether a strategy game is compelling are listed here:

- **The theme.** For example, not many people will be interested in managing a colony of nematodes. Strategy games tend to have themes with *sweeping importance*, such as conquest ( Age of Kings ), exploration ( Sid Meier's Colonization ), or trade (the Tycoon series of games).
- **The presentation layer.** By nature, strategy games often have extremely complicated underlying mechanics. Consequently, the design of the player interface to the game is critical. The interface can organize and simplify this complexity for a player or, if not handled well, can make the game overwhelming and confusing.
- **The perspective.** Strategy games have traditionally used only a few perspectives for the player to experience the game world. Most strategy games tend toward grand-scale manipulation of the game world, but a few require the player to control a small group or a single avatar. The games that implement the latter option tend to place a greater emphasis on arcade action and real-time activities.

## How Are Strategy Games Different from Luck-Based Games?

In general, a strategy game has all of the following elements in varying degree:

- Players succeed (or lose) based on strategic decisions, not luck.
- Players have equal knowledge to play; no trivia.
- Play is based on multiple decisions a person could make on each turn with possible advantages and disadvantages each time.
- Players can plan strategies that will take multiple turns to complete fully.
- Players can replay the game many times and have a different experience each time.
- Winning (and losing) is specific and achievable

### REFERENCES

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