Defining Properties of Genres

This document lists the defining properties of a few genres to use in game or story development.

Cyberpunk

- Negative impact of technology on life
- Fusion of man and machine
- Corporate control
- Ubiquitous information access
- Focus on an „underground" life style

Wuxia

- Wandering swordsman fighting oppressors, hero often from the lower classes
- code of chivalry with a Robin Hood bend
- Martial Arts, often gravity defying
- Sects and schools of Martial Arts
- Qi energy

Sumerian Myth

- Culture:
  - Chariot is lord of the battlefield
  - Surrounded by barbarians
  - Herding as staple of society
  - Ziggurats
- Council of gods with ranks, patron dieties of cities
- Nammu – godess of the watery abbys, mother of gods and sea serpents
- Religion, culture and politics are one
- Humans are former servants which were freed when they became too much to handle
- Flood myth (which was basis for the Christian one)