

Base of our taxonomy

PCG Survey [7]

SBPCG Survey [14]

- Game Bits
 - Texture
 - Sound
 - Vegetation
 - Buildings
 - Behavior
 - Elements
 - Game Space
 - Indoor Maps
 - Outdoor Maps
 - Water
 - Game Systems
 - Ecosystems
 - Road Networks
 - Urban Environments
 - Entity Behavior
 - Game Scenarios
 - Puzzles
 - Storyboards
 - Story
 - Levels
 - Game Design
 - System Design
 - World Design
 - Derived Content
 - News and Broadcasts
 - Leader boards
- Necessary**
 - Rules and mechanics
 - Puzzles
 - Tracks and Levels
 - Terrains and maps
 - Narrative and Storytelling
 - Optional**
 - Weapons
 - Buildings
 - Camera control
 - Trees

Step 1: Harmonizing

- Game Bits
 - Texture
 - Sound
 - Vegetation
 - Buildings
 - Behavior
 - Elements
 - Game Space
 - Indoor Maps
 - Outdoor Maps
 - Water
 - Game Systems
 - Ecosystems
 - Road Networks
 - Urban Environments
 - Entity Behavior
 - Game Scenarios
 - Puzzles
 - Storyboards
 - Story
 - Levels
 - Game Design
 - System Design
 - World Design
 - Derived Content
 - News and Broadcasts
 - Leader boards
- New entry (green dashed arrow) → Weapons
 Equivalent (orange double arrow) ↔ Trees, Buildings, Maps, Terrains, Tracks, Puzzles, Storytelling, Narrative, Levels, Camera Control, Rules and mechanics

Step 2: Test of time

- Game Bits
 - Texture
 - Sound
 - Vegetation
 - ~~Buildings~~
 - ~~Behavior~~
 - ~~Elements~~
 - Weapons
- Game Space
 - Indoor Maps
 - Outdoor Maps
 - ~~Water~~
- Game Systems
 - ~~Ecosystems~~
 - ~~Road Networks~~
 - ~~Urban Environments~~
 - Entity Behavior
- Game Scenarios
 - Puzzles
 - ~~Storyboards~~
 - Stories
 - Levels
 - Tracks
- Game Design
 - System Design
 - ~~World Design~~
 - Camera Control
- ~~Derived Content~~
 - ~~News and Broadcasts~~
 - ~~Leader boards~~

Step 3: Subdividing

- Game Bits
 - Texture
 - Sound
 - ~~Vegetation~~
 - ~~Buildings~~
 - ~~Behavior~~
 - ~~Elements~~
 - Weapons
- Game Space
 - Indoor Maps
 - Shooter Maps
 - Strategic Maps
 - Outdoor Maps
 - ~~Water~~
- ~~Game Systems~~
 - ~~Ecosystems~~
 - ~~Road Networks~~
 - ~~Urban Environments~~
 - Entity Behavior
- Game Scenarios
 - Puzzles
 - Mazes
 - Physics
 - ~~Storyboards~~
 - Stories
 - Levels
 - Rooms
 - Dungeons
 - Timeline
 - Tracks
- Game Design
 - System Design
 - ~~World Design~~
 - Camera Control
- ~~Derived Content~~
 - ~~News and Broadcasts~~
 - ~~Leader boards~~

Harmonized name

Integrated category

No work in this category (—)

Unbalanced category

New subcategorization