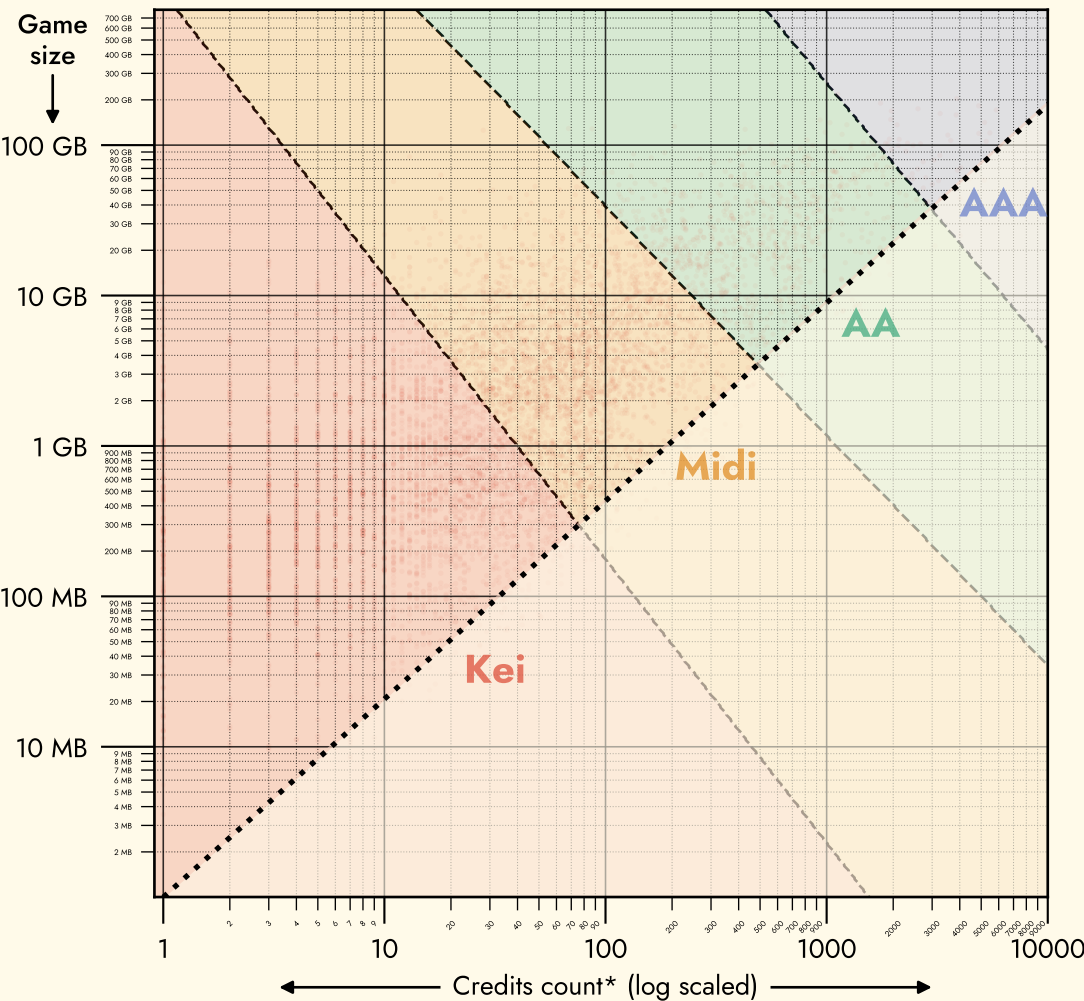# Scope of video games according to the Hushcrasher Classification System (HCS)

Game scopes are classified based on their size on disk and the number of individuals named in the credits – excluding special thanks and playtesters. The diagonal frontier indicates that larger teams necessarily imply larger games.

Game size

100 GB
10 GB
1 GB
100 MB
10 MB

AAA

AA

Midi

Kei

Credits count* (log scaled)

1   10   100   1000   10000