

SPIELEGESCHICHTE

SHOOTER

04. MAI 2017

SCORE<1> HI-SCORE SCORE<2>
0070 0880



Shooter

http://en.wikipedia.org/wiki/Shooter_game

Subgenres

Shoot 'em up (Shmup)

Shooting gallery

First-person shooters

Third-person shooters

Tactical shooters

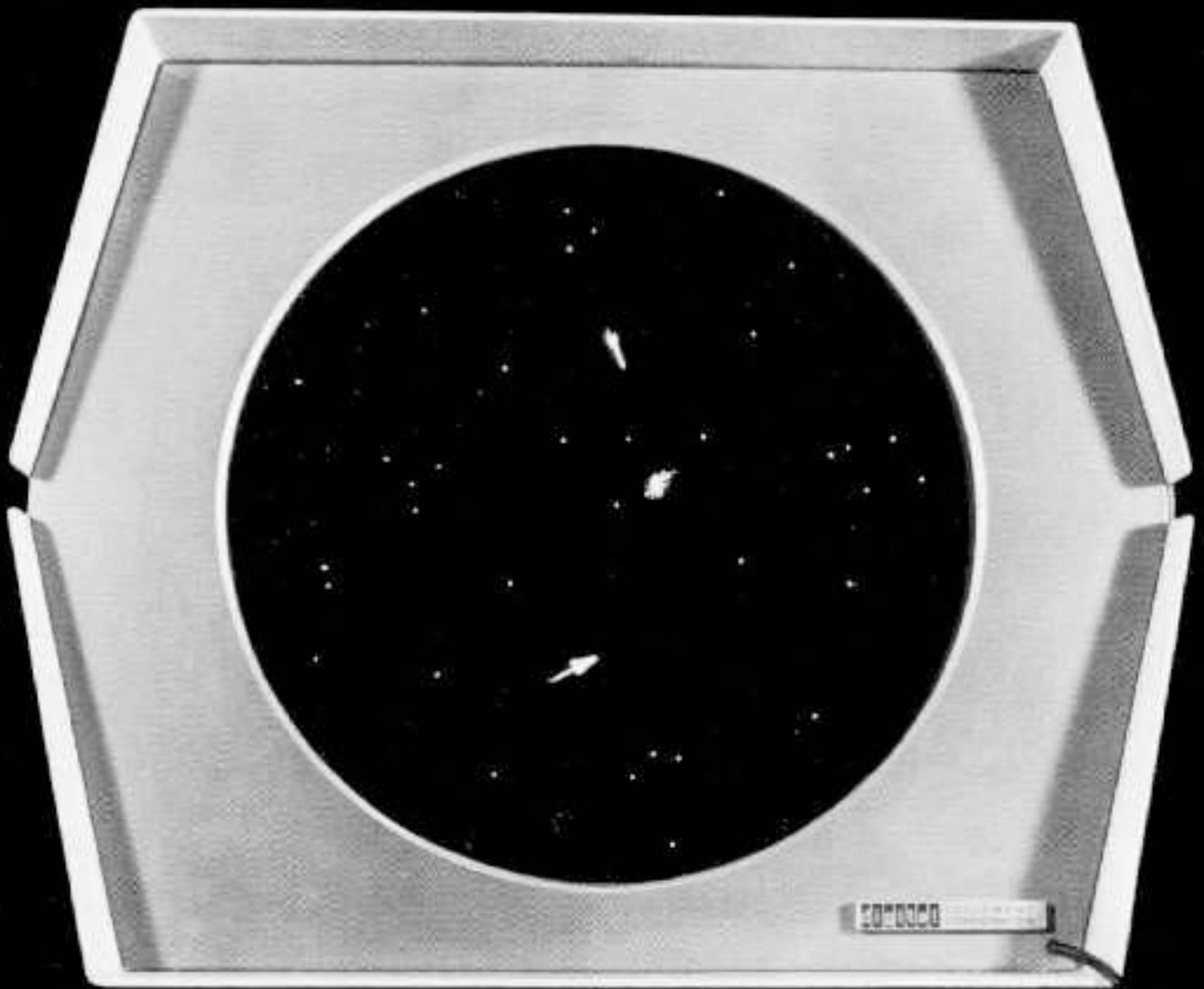
Shmup

http://en.wikipedia.org/wiki/Shoot_%27em_up

Spacewar!



Steve Russel, J. Martin Graetz und Wayne Witanen: Spacewar. MIT, 1961-62.

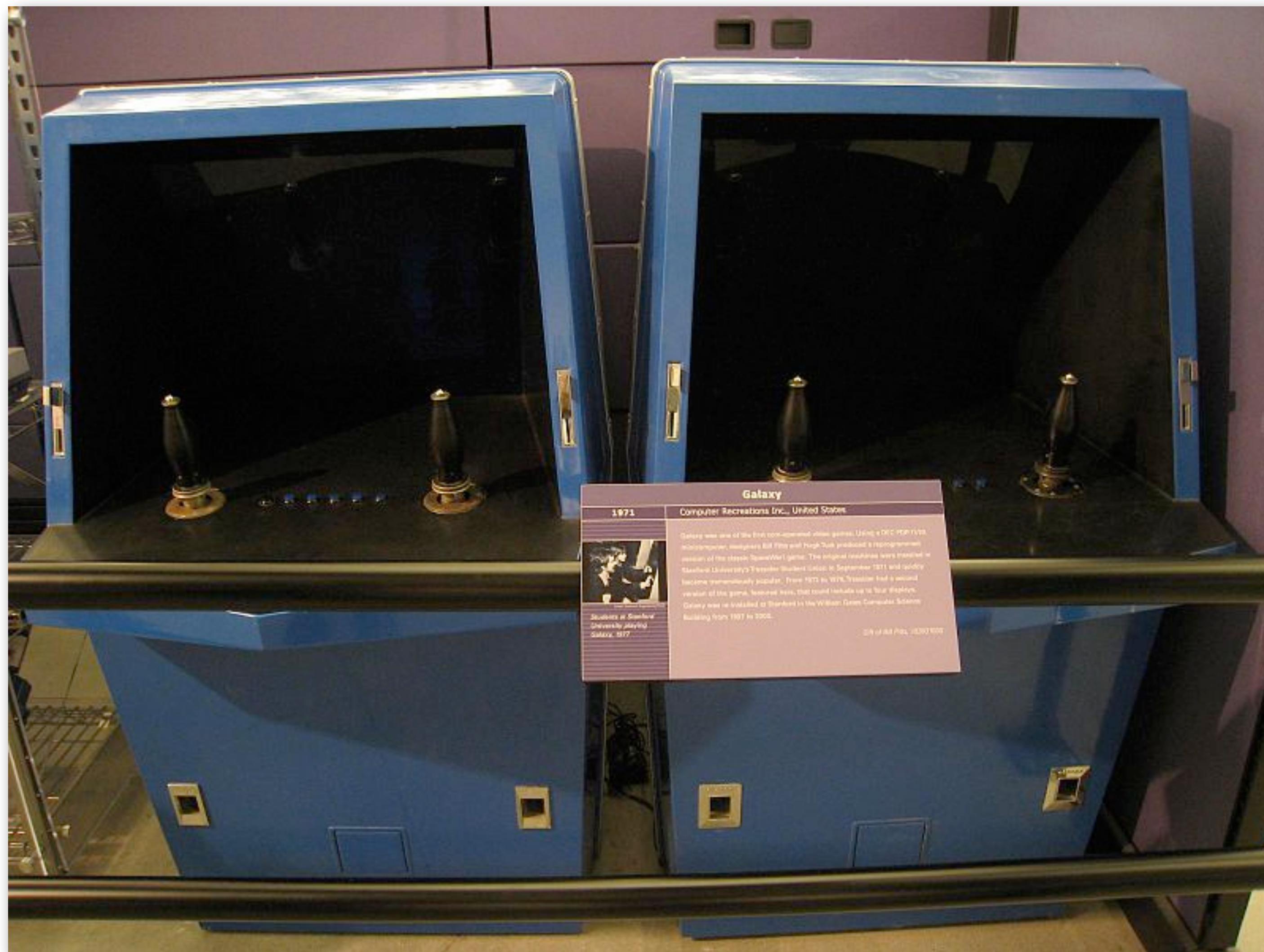


Steve Russel & Freunde vom »Tech
Model Railroad Club«

Spacewar!, 1961

Galaxy Game 1971

Bill Pitts, Hugh Tuck



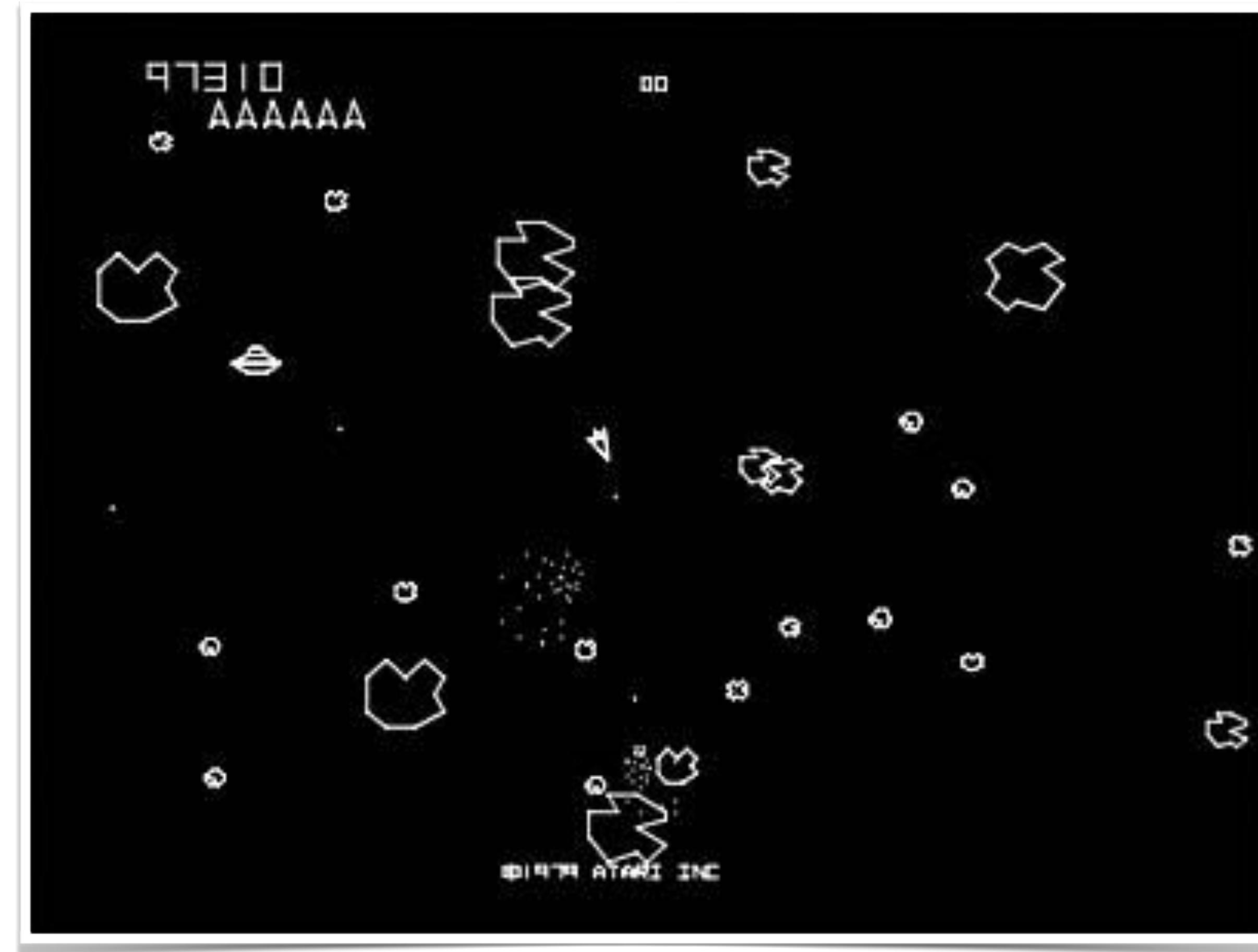
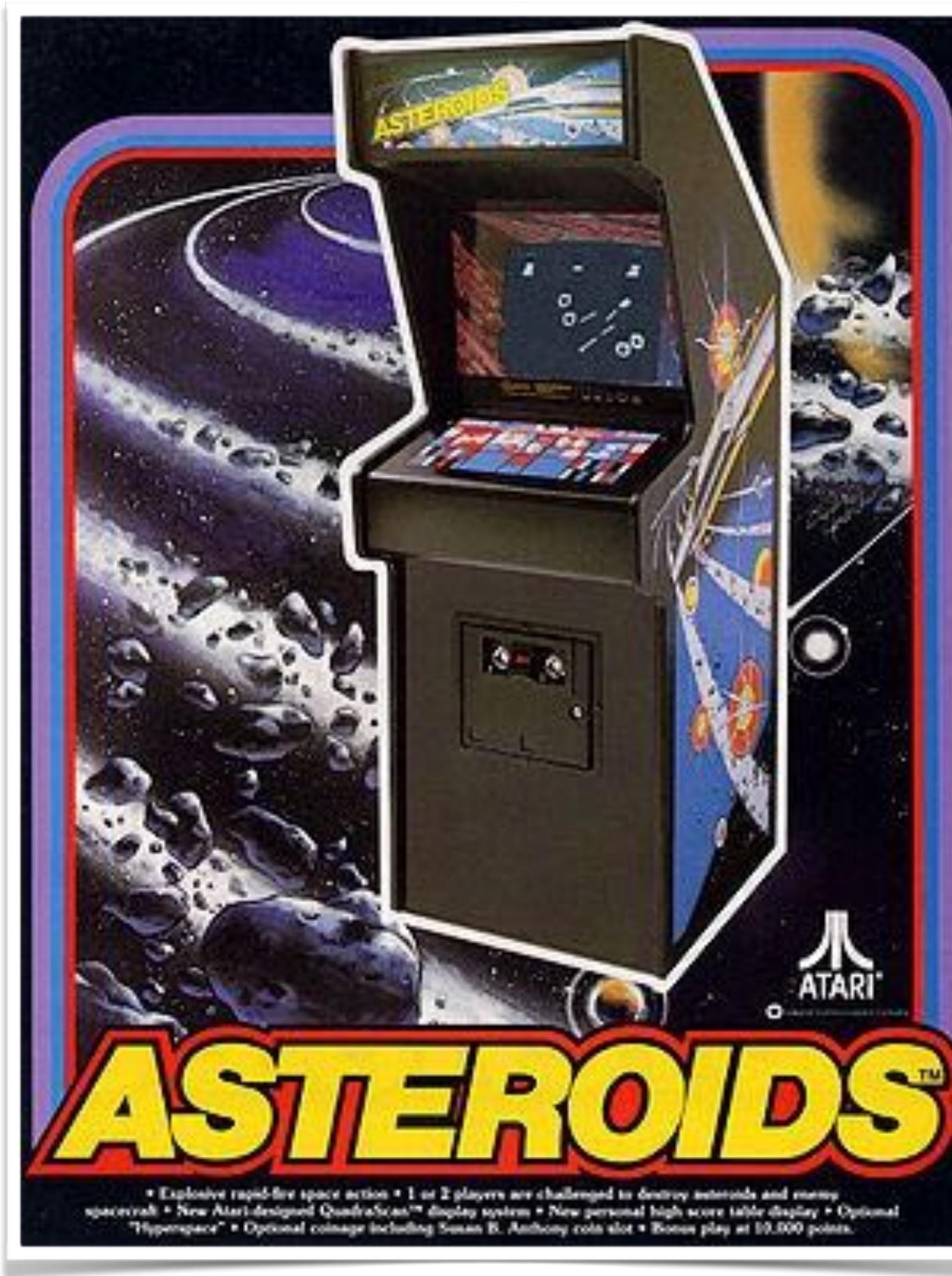
Computer Space

<http://www.computerspacefan.com/>



Nolan Bushnell, 1971

Asteroids



Atari 1979

Space Invaders



Space Invaders 1978



Fixed Screen Shmups



Galaxian 1979



Phoenix 1980



Galaga 1981



Scrolling: Defender 1980

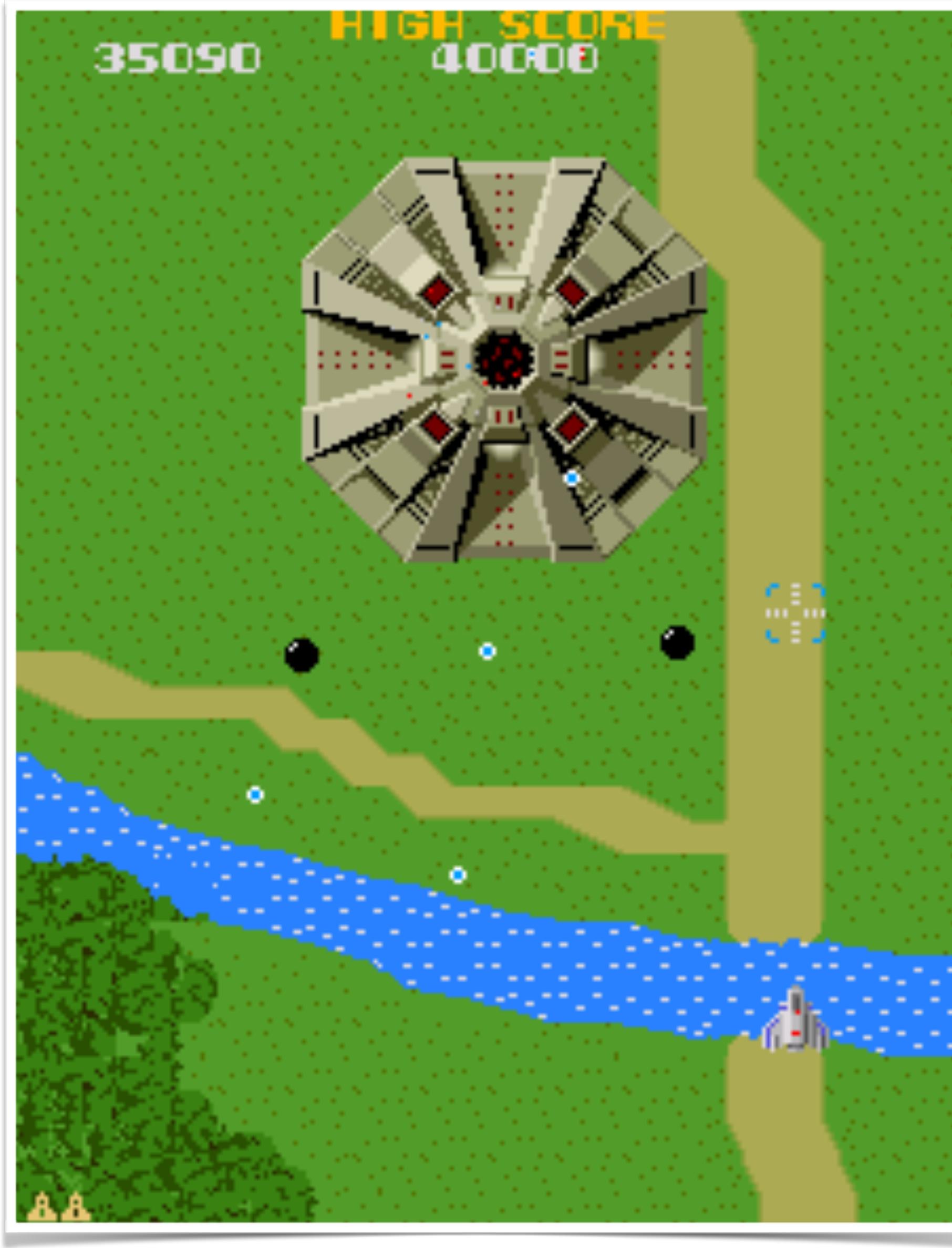


Scramble 1981

Sidescroller

Level Design
Environmental Storytelling
Landscape Narrative

Vertical Scroller



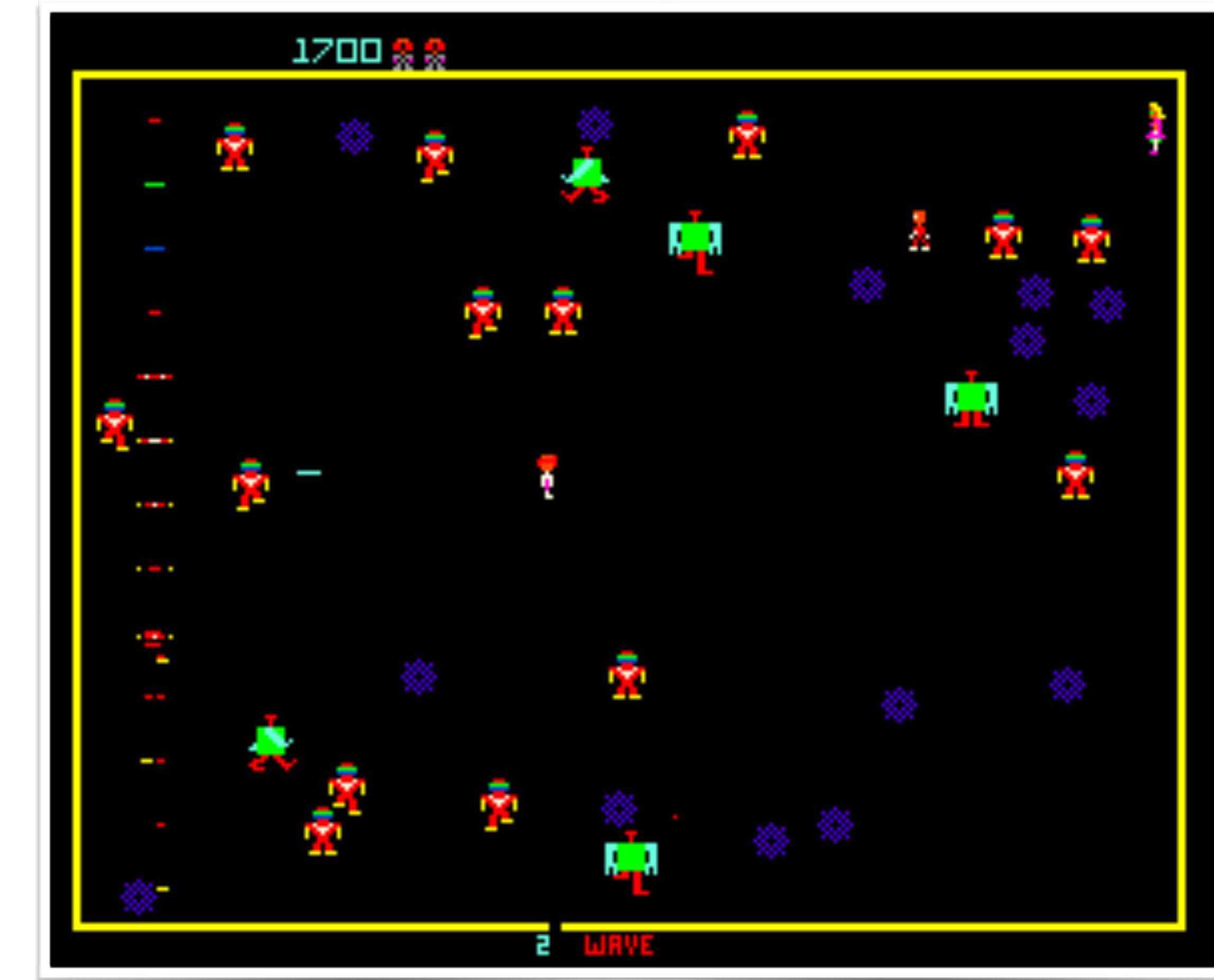
Xevious 1982

Multidirectional

http://en.wikipedia.org/wiki/Category:Multidirectional_shooters



Time Pilot, 1982



Robotron 1982



Railshooter

http://en.wikipedia.org/wiki/Category:Rail_shooters

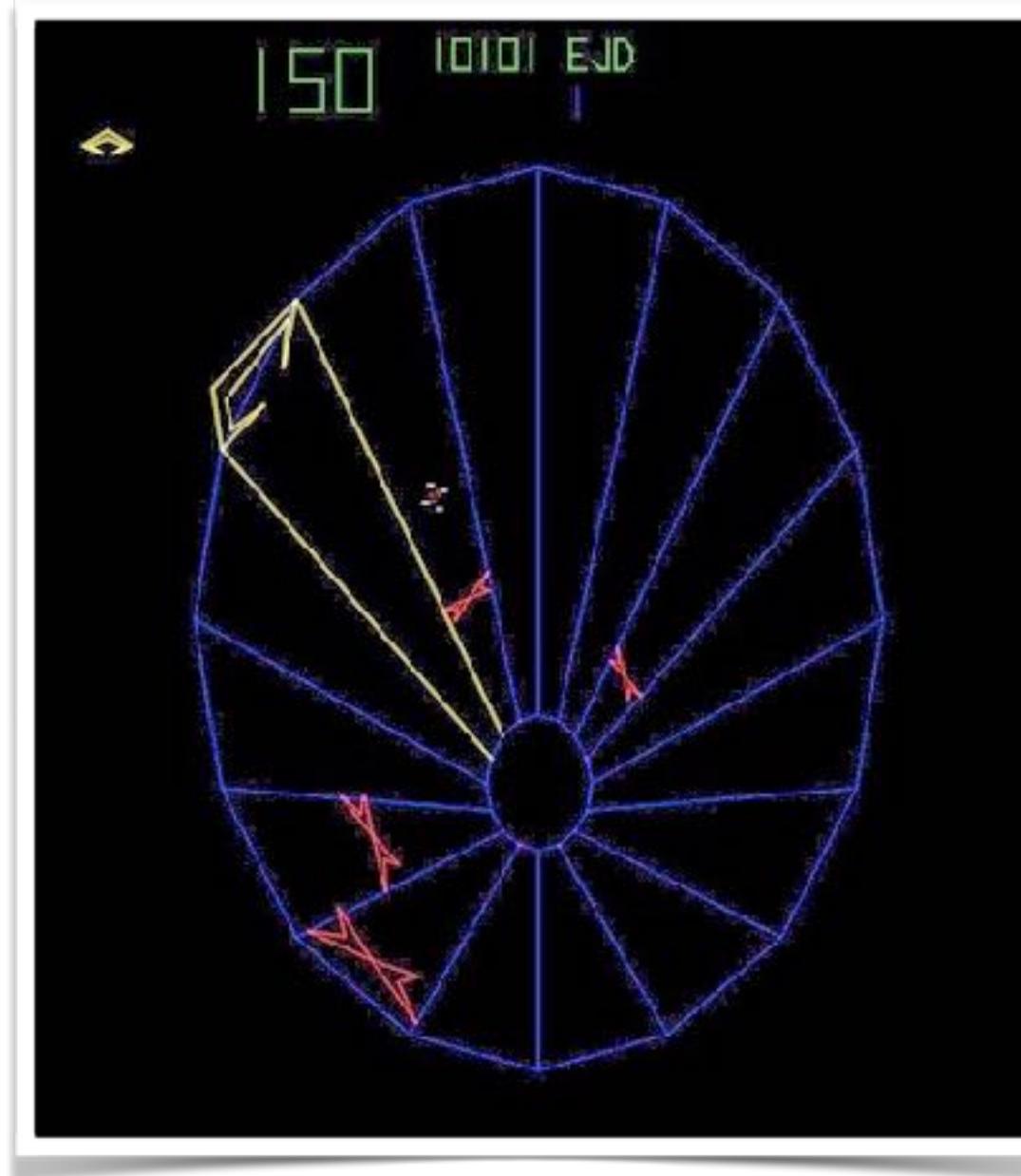
Buck Rogers. Planet of Zoom, 1982



Isometric

Zaxxon, 1982

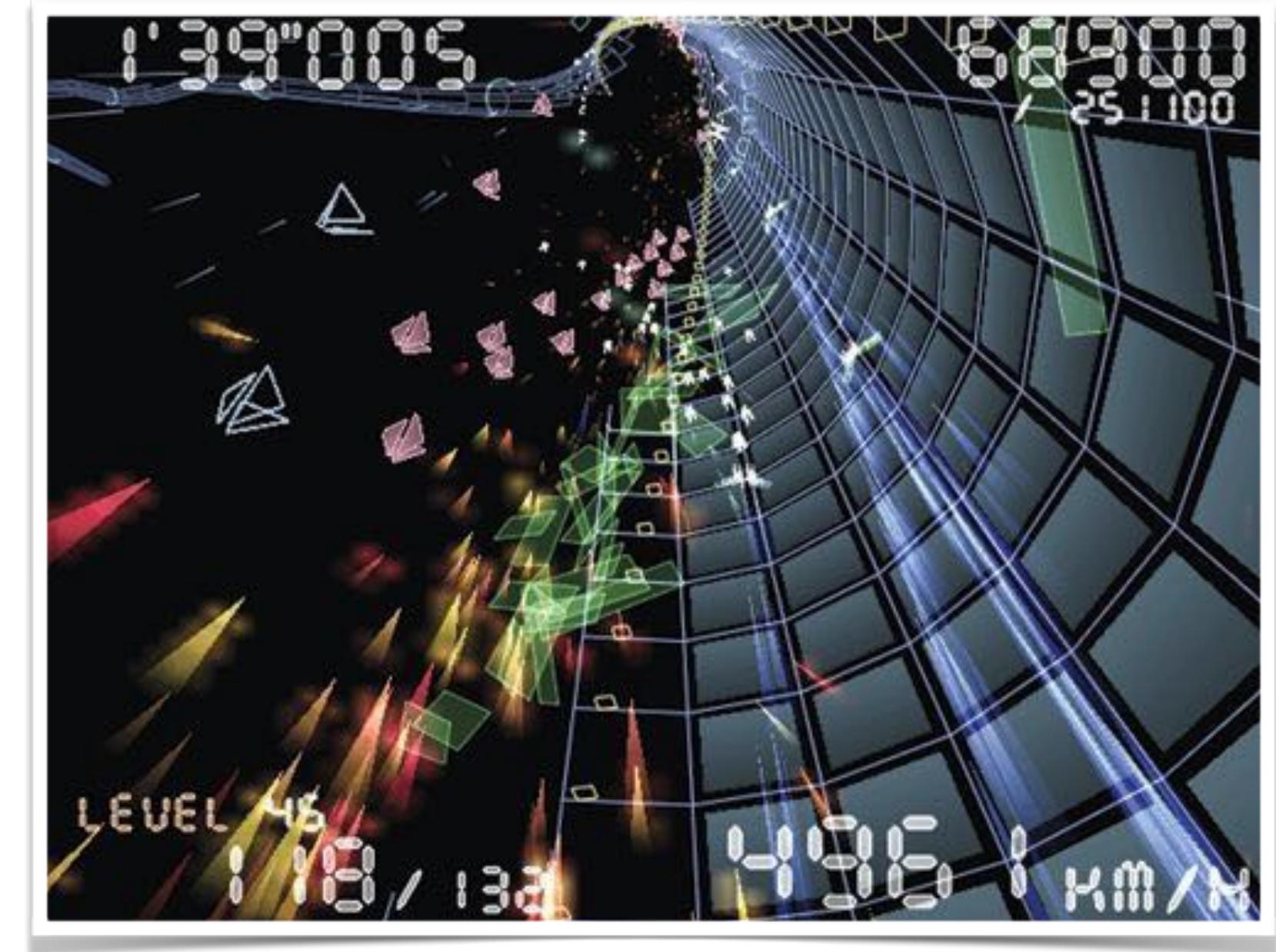
Tube Shooter



Tempest 1980

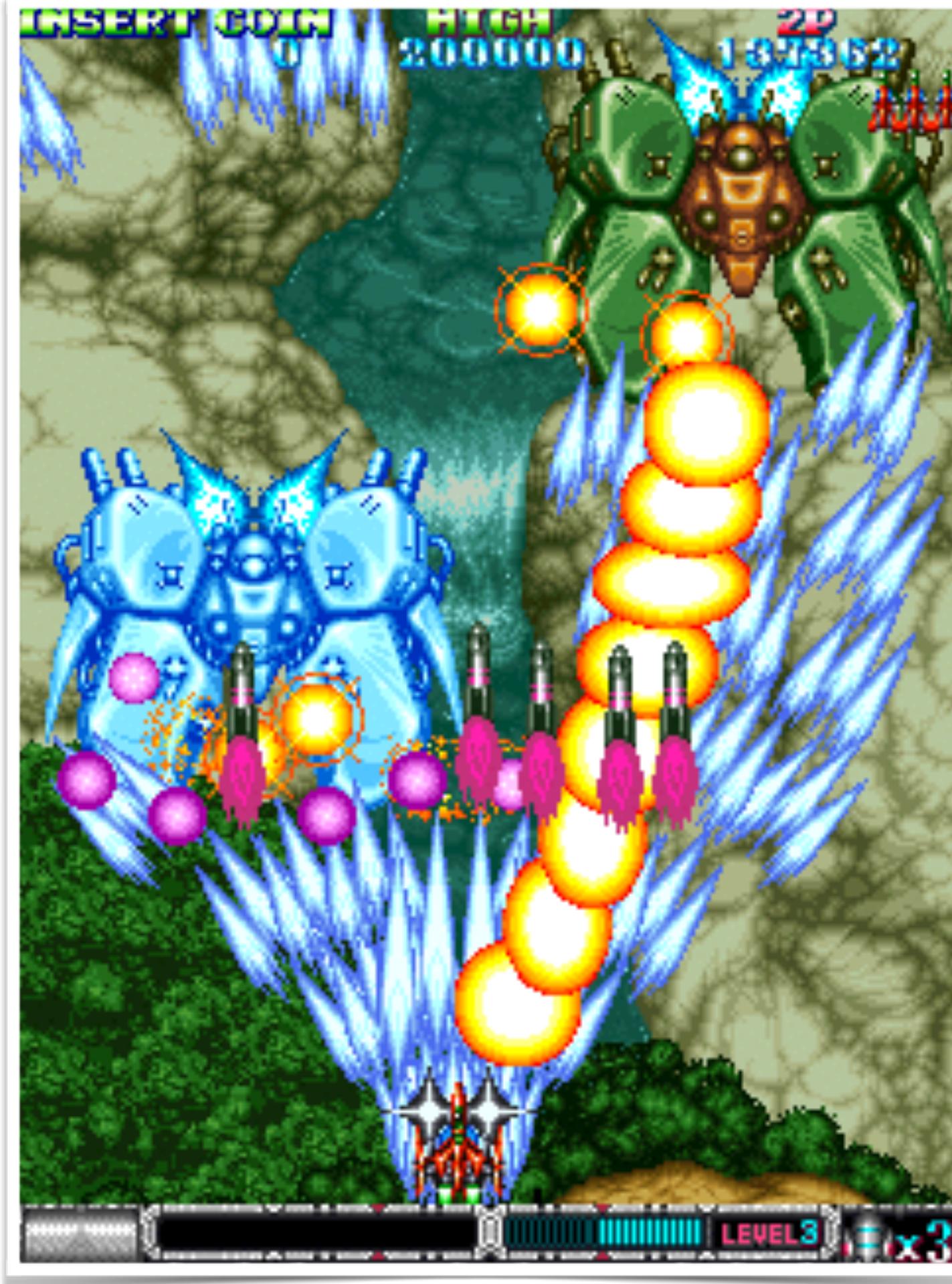


Gyruss

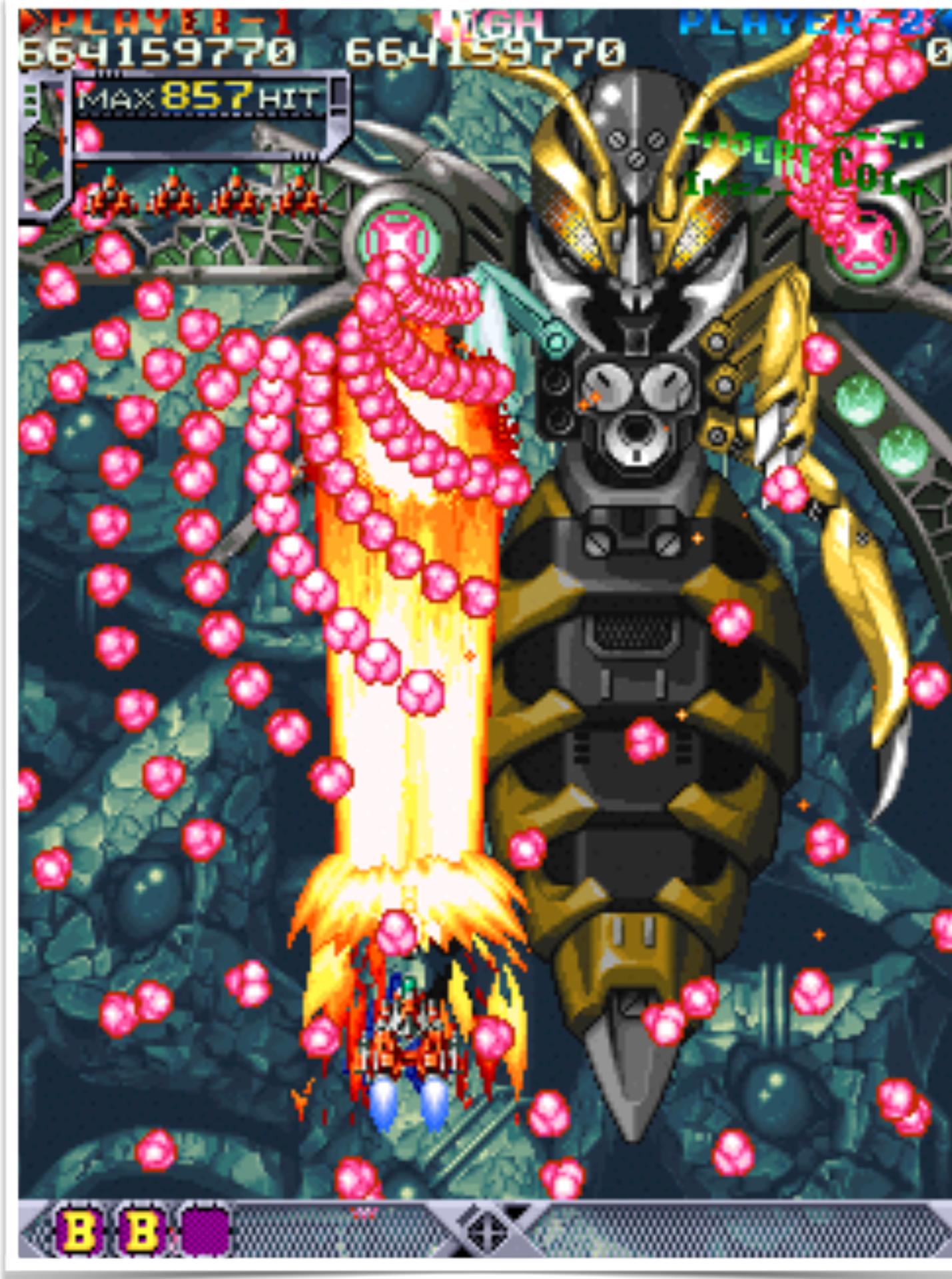


Torus Trooper

Bullet Hell (Danmaku)



Batsugun



Don Pachi



Radiant Silvergun

Run and Gun



Commando 1985



Ikari Warriors 1986



Contra 1987

Cute 'em 'up

<http://www.giantbomb.com/cute-em-up/3015-6420/games/>



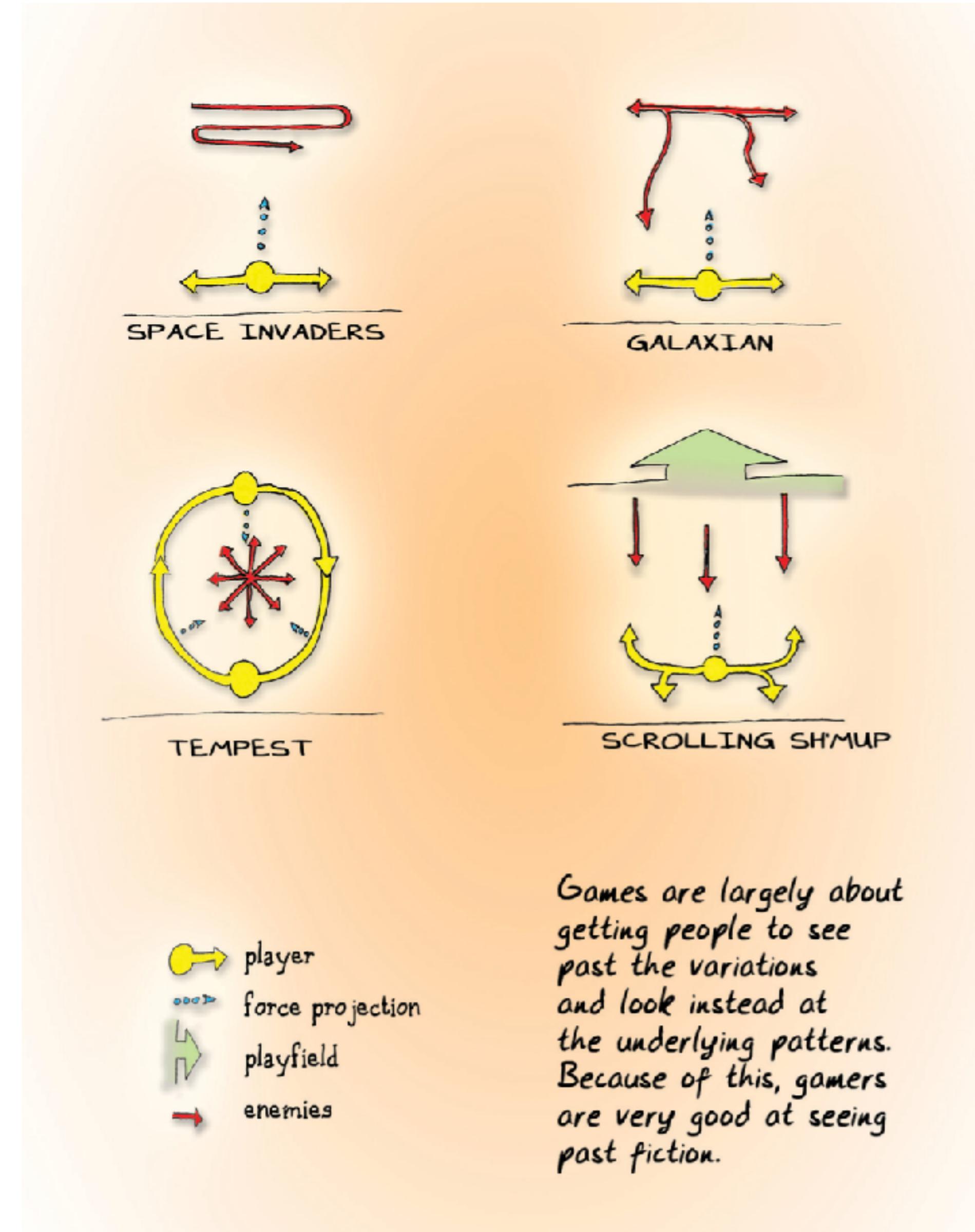
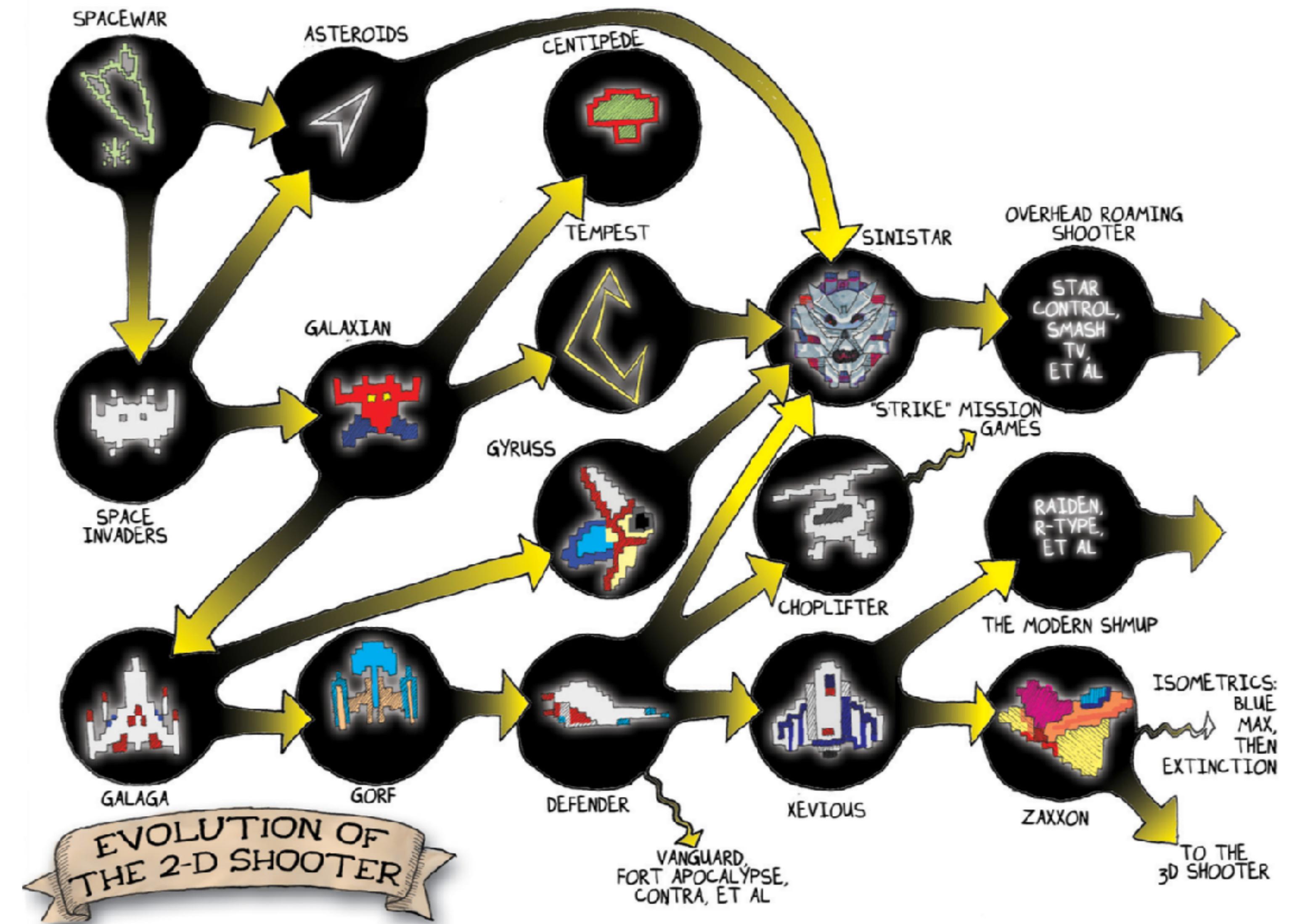
Twin Bee 1985



Bells and Whistles 1991



Parodius 1990



Shooting Gallery

Magnavox Shooting Gallery



Optional ODYSSEY Shooting Gallery



... offers you an exciting new dimension in the enjoyment of your ODYSSEY. The SHOOTING GALLERY, model 1TL950, includes an ELECTRONIC RIFLE, two Printed Circuit Game Cards and 4 different Target Overlays in two sizes. The total unit offers 6 variations for creating your own home shooting gallery. \$24⁹⁵



SHOOTOUT



SHOOTING GALLERY PREHISTORIC SAFARI



PREHISTORIC SAFARI



DOG FIGHT

Sega



Balloon Gun - 1974
Bullet Mark - 1975
Tracer - 1976
Cartoon Gun - 1977
Wildwood - 1978
Cosmic War - 1978

Duck Hunt 1985



Mad Dog McKree (1990/91)

American LaserGames

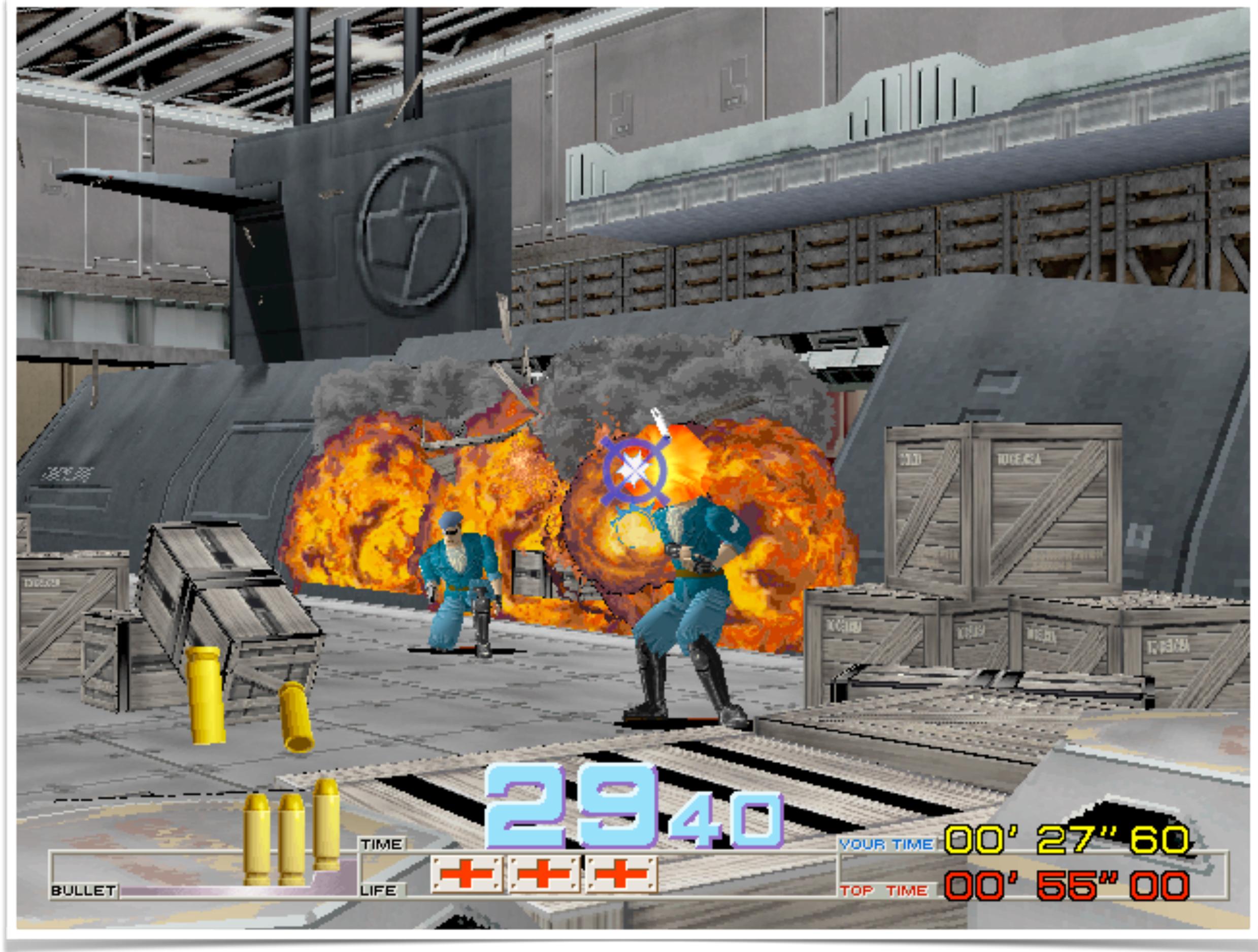


Virtua Cop (1994)

Erster Polygon-basierter Lightgun-Shooter



Time Crisis (1996)



TIME CRISIS™
DE LUXE

An advertisement for the Time Crisis De Luxe cabinet. The top half features the "TIME CRISIS™" logo with a yellow circle containing a crosshair and a "X". Below it is the text "DE LUXE". In the center, there is a figure of a soldier in a blue uniform standing next to the cabinet. The cabinet itself is white and grey with a red base. On the left side of the cabinet, there is a 50-inch monitor displaying the game's graphics. On the right side, there is an action pedal. The bottom half of the advertisement contains technical specifications and a note about Japanese specifications.

DIMENSIONS

- Width: 1150mm
- Depth: 2170mm
- Height: 2180mm
- Weight: 280kg

N.B. Cabinets shown are of Japanese specifications and are subject to alteration.

NAMCO EUROPE LIMITED

Namco House, 8 Acton Park Estate, London W3 7QE, UK TEL: +44 (0)181 324 6050 FAX: +44 (0)181 324 6060
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The House Of The Dead (1996)



Cabal Shooter



Cabal 1988



Moohrhuhn 1999

Third Person Shooter

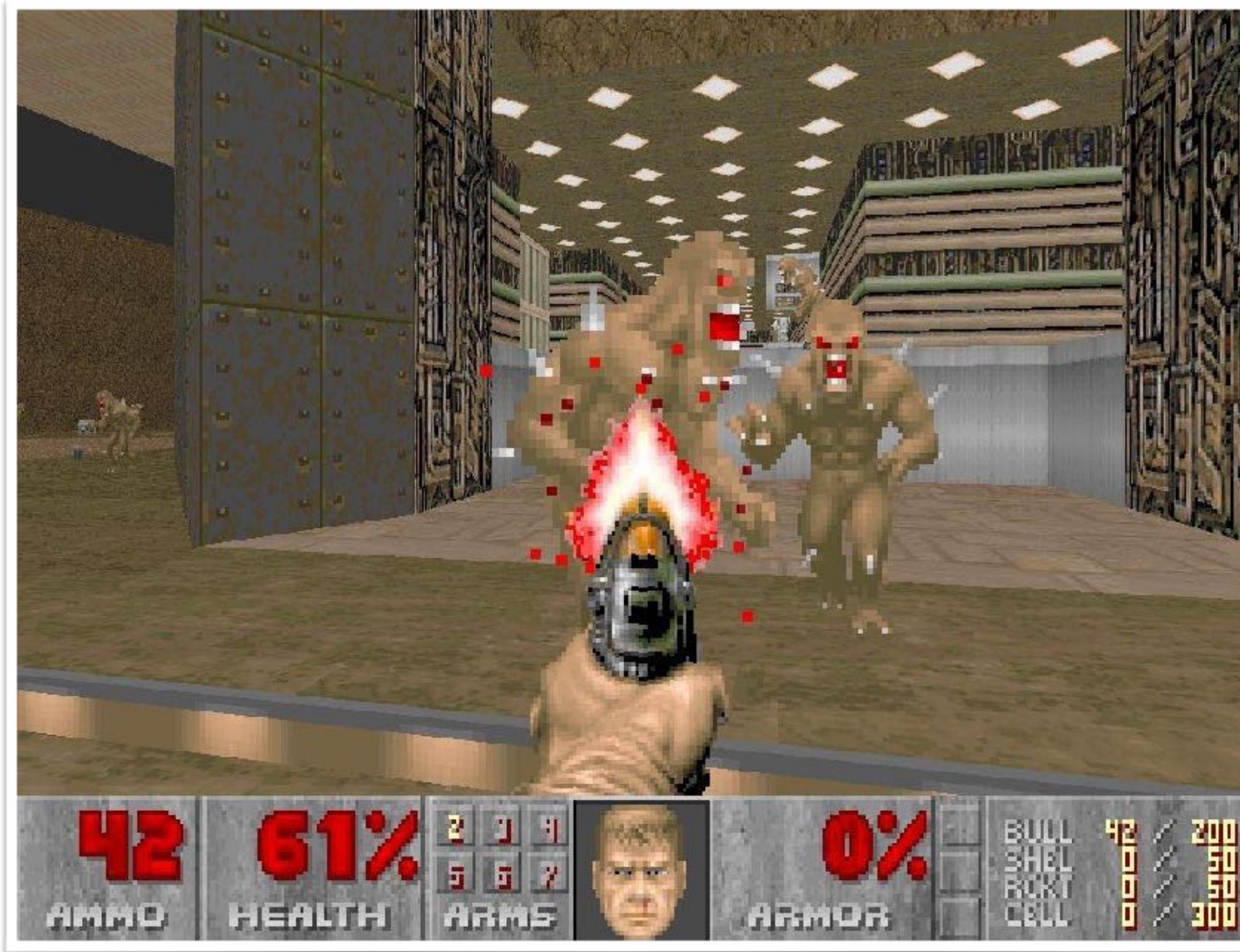
http://en.wikipedia.org/wiki/Third-person_shooter

Vervollständigung: Übung

Die Übung soll Sie davon abhalten, lediglich die Folien dieser Vorlesung als Grundlage für Ihre Genrestudien zu nutzen. Gewöhnen Sie sich frühzeitig daran, einen systematischen Einblick in die Spielegeschichte über die konsequente Nutzung von Online-Quellen zu gewinnen. Nutzen Sie das in der ersten Vorlesung geschilderte Schema der Werkerschließung.

First Person Shooter

http://en.wikipedia.org/wiki/First-person_shooter



Doom 1993

http://www.kongregate.com/de/games/mike_id/doom-1

Wolfenstein 3D (1992)
Doom (1993)
Marathon (1994, Mac)
Duke Nukem 3D (1996)
Quake (1996)
GoldenEye 007 (1997, Nintendo 64)
Unreal (1998)
Half-Life (1998)
System Shock 2 (1999)
Unreal Tournament (1999)
Medal of Honor (1999)
Counter-Strike (2000)
Halo: Combat Evolved (2001)
Battlefield 1942 (2002)
Half-Life 2 (2004)
Far Cry (2004)
Crysis (2007)
Call of Duty 4: Modern Warfare (2007)
BioShock (2007)

Tactical Shooter

http://en.wikipedia.org/wiki/Tactical_shooter



Tom Clancy's Rainbow Six 1998