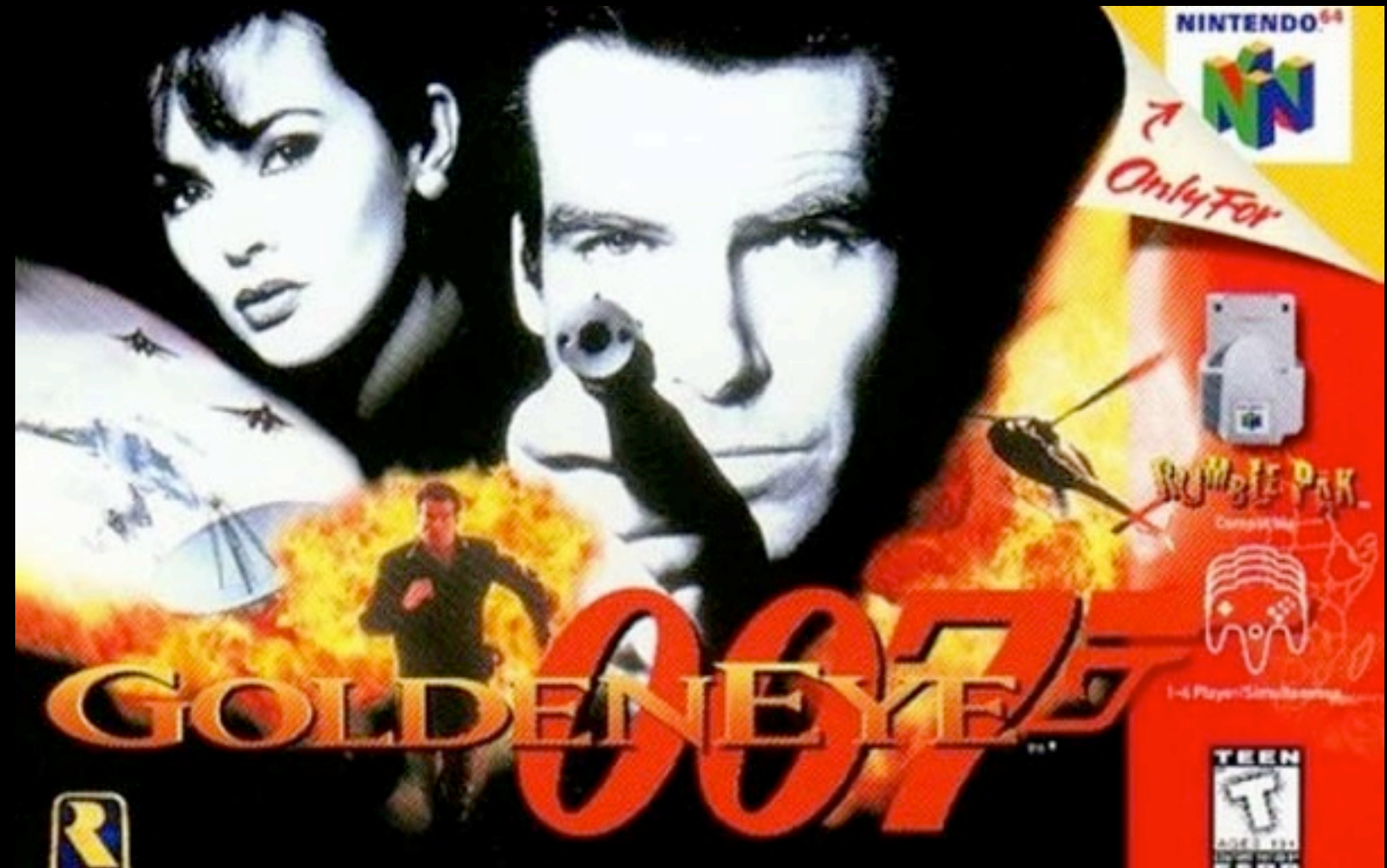


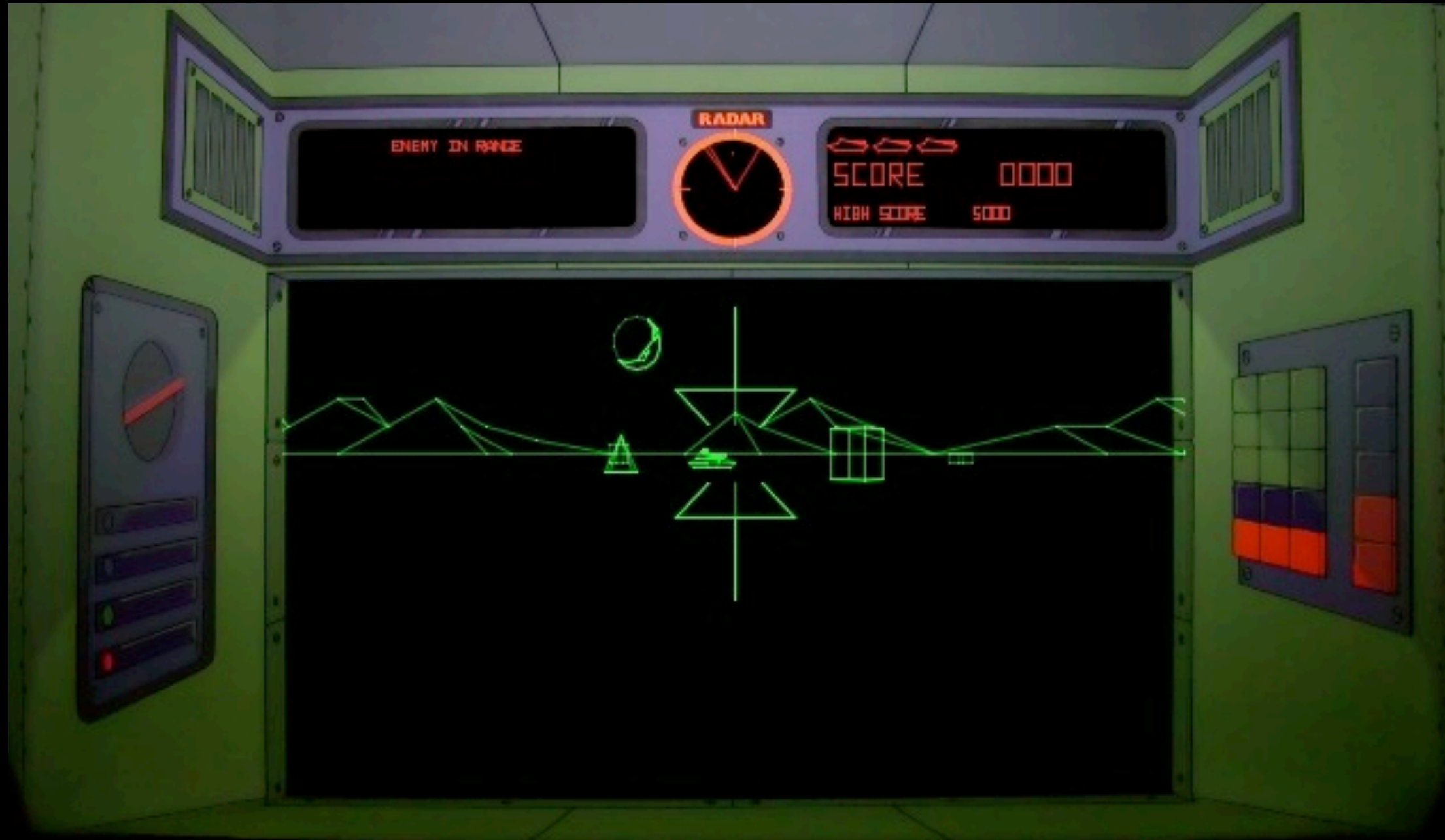
Klassiker der Spielegeschichte

Golden Eye 007

01. Dezember 2011



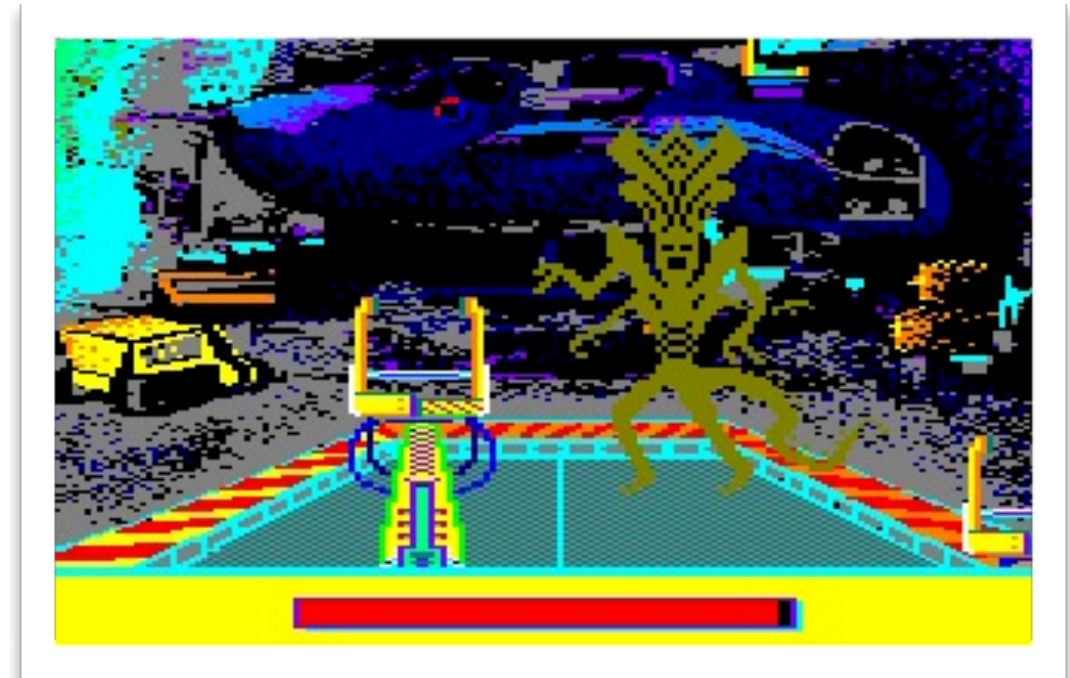
First Person Shooter (Ego-Shooter)



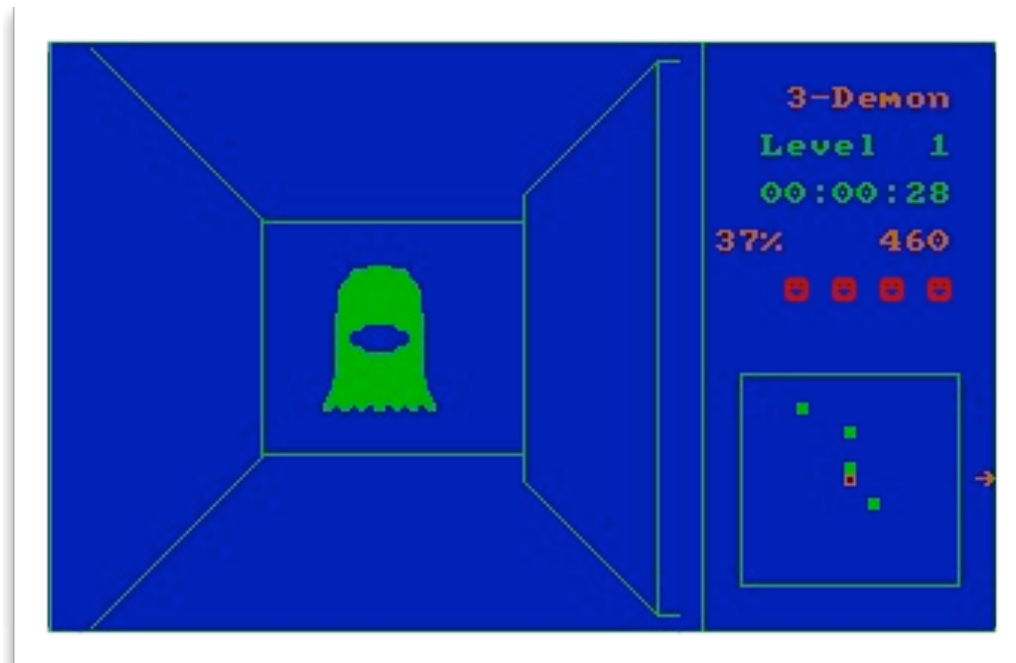
Atari: Battlezone, 1980



Vektorgrafik: Maze War, 1974



Aliens, 1986



3-Demon, 1983



MIDI Maze, 1987



id: Wolfenstein 3D, 1992



Marathon, 1994



id: Doom, 1993



Duke Nukem 3D, 1996

Virtua Cop



1994



Quake



id: Quake, 1996

Quake simply re-invented the idea of a FPS, with its online deathmatch, the "big-bang" of FPS modification community, and also starting the graphic card add-on for the PC hardware market as well.



Quake II, 1997

Id Software's Quake brought true three dimensional polygons into the development realm and explored the online play space above and beyond any other game available, even according to today's standards.



Quake III, 1999

Wolfenstein may have started the FPS genre but Quake defined it and made it the intense perspective driven experience that it is today.



Unreal, 1998



Half-Life, 1998



System Shock, 1999



Halo, 2001

Doom 3, 2004



Far Cry, 2004



Crysis, 2007



First-Person-Shooter (FPS)

Merkmale



Golden Eye, 1997

Einzelspieler und Mehrspieler

Menschliche Spielfigur

First-(Third-) Person-Perspektive

Sichtfeld-Winkel: 70°-90°

Head-Up-Display (HUD), Fadenkreuz

Ressourcen: Health, Weapons, Ammo (Munitionstypen)

Waffe im Bild: mittig bis rechts

Waffeneinsatz als primärer Konfliktlöser

Häufig (übertriebene) Gewaltdarstellung bei der Treffervisualisierung

Verbotdiskurs

Sub-Genres



Counter Strike, Condition Zero, 2004

Taktik-Shooter

Mehrspieler-Shooter

Stealth-Shooter

Action Adventures

Mehrspielermodi



Deathmatch

Capture the Flag

King of the Hill

Last Man Standing

Rush

Assault

Killerspiele





James Bond

007 1962
007 1969
007 1973
007 1985
007 1987
007 1995

(Deutsche) Superschurken und kalter Krieg

Fahrzeuge

Verfolgungsjagden

Smoking

Zitate (Bond...James Bond; geschüttelt,
nicht gerührt)

Walther PPK

Glücksspiel

Gadgets

Internationale Schauplätze

Bond-Girls

Musik

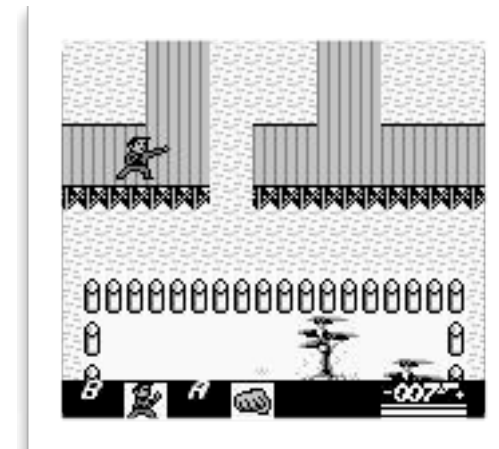
Titelthema (Norman/Barry)

Vorabenteuer, Eröffnungssequenz

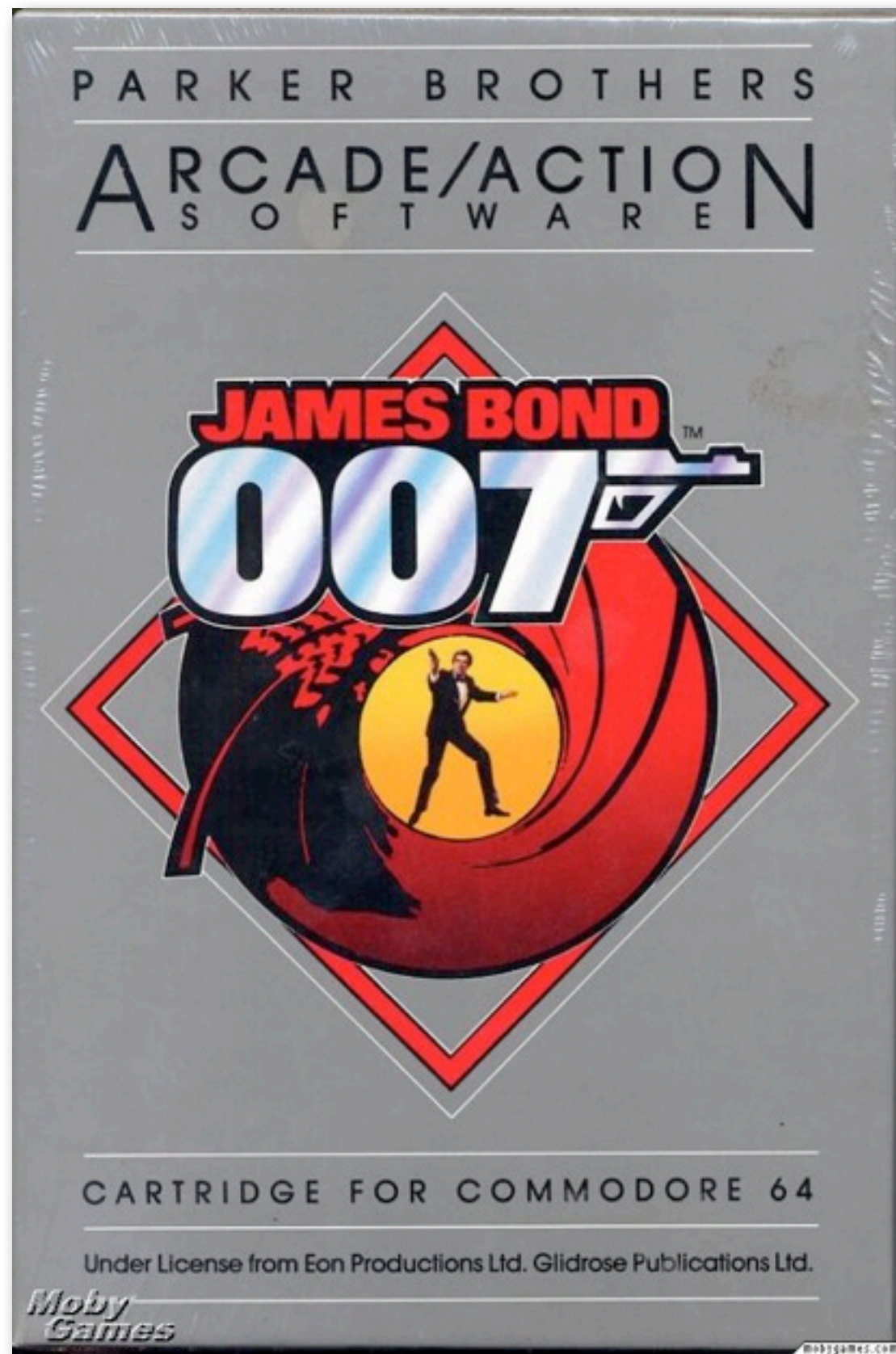
Product Placement

Kontinuität

James-Bond-Spiele

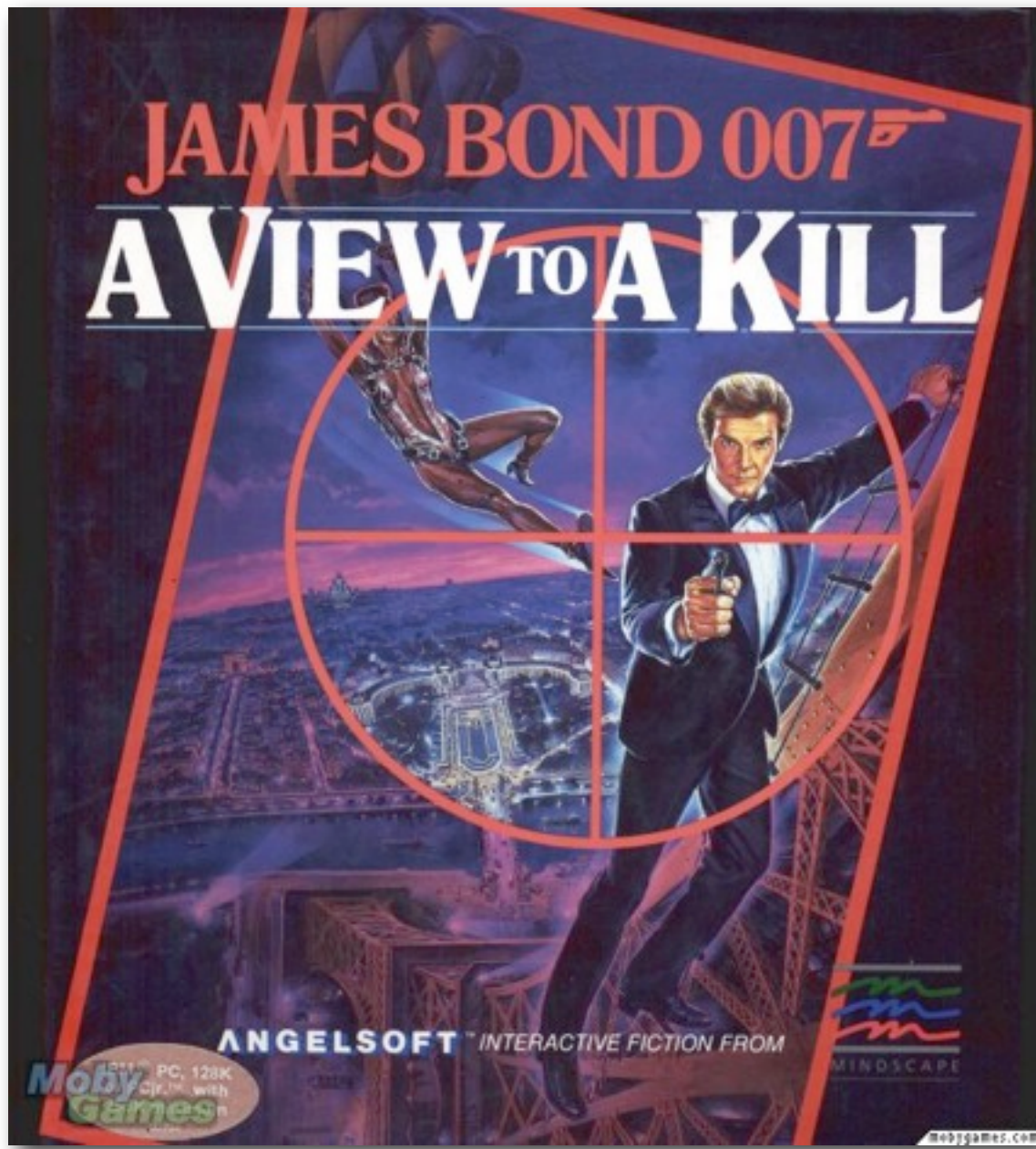


James Bond 007 für Gameboy, 1998

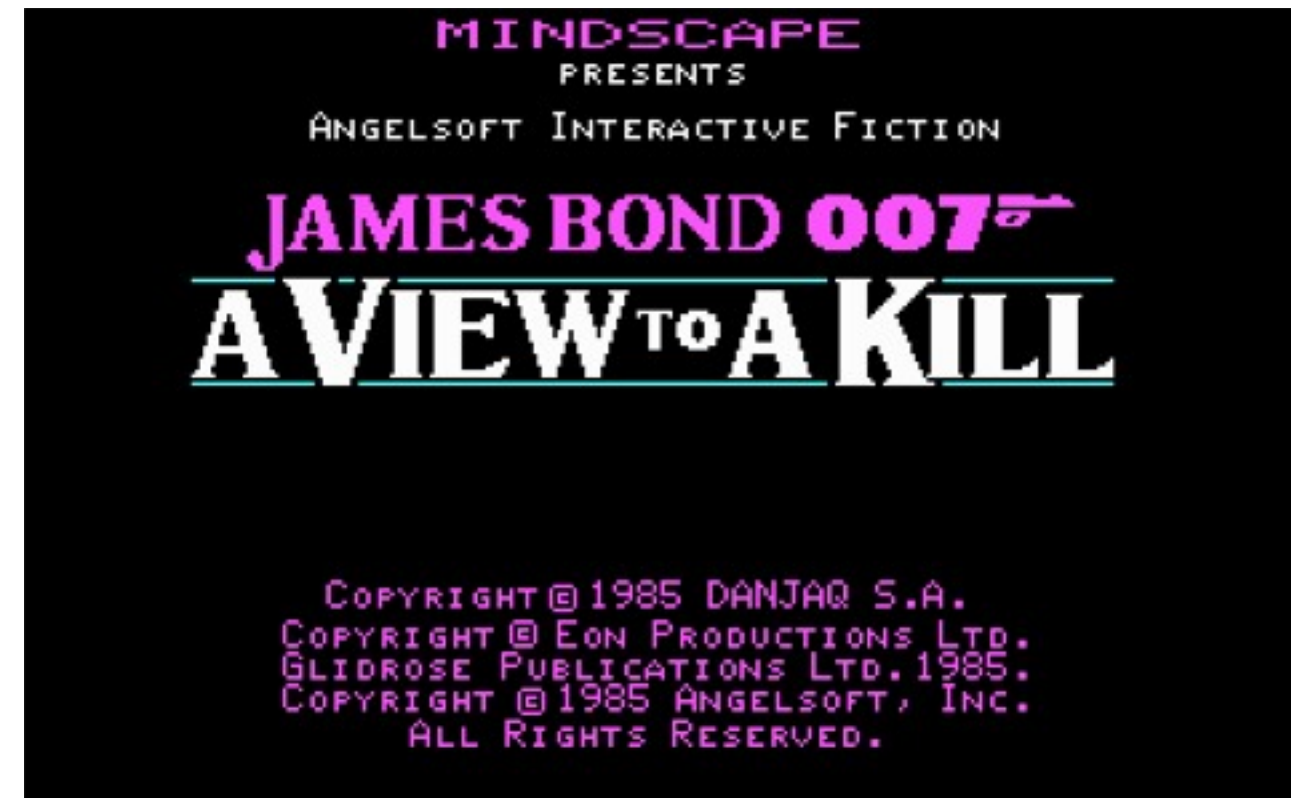


1983





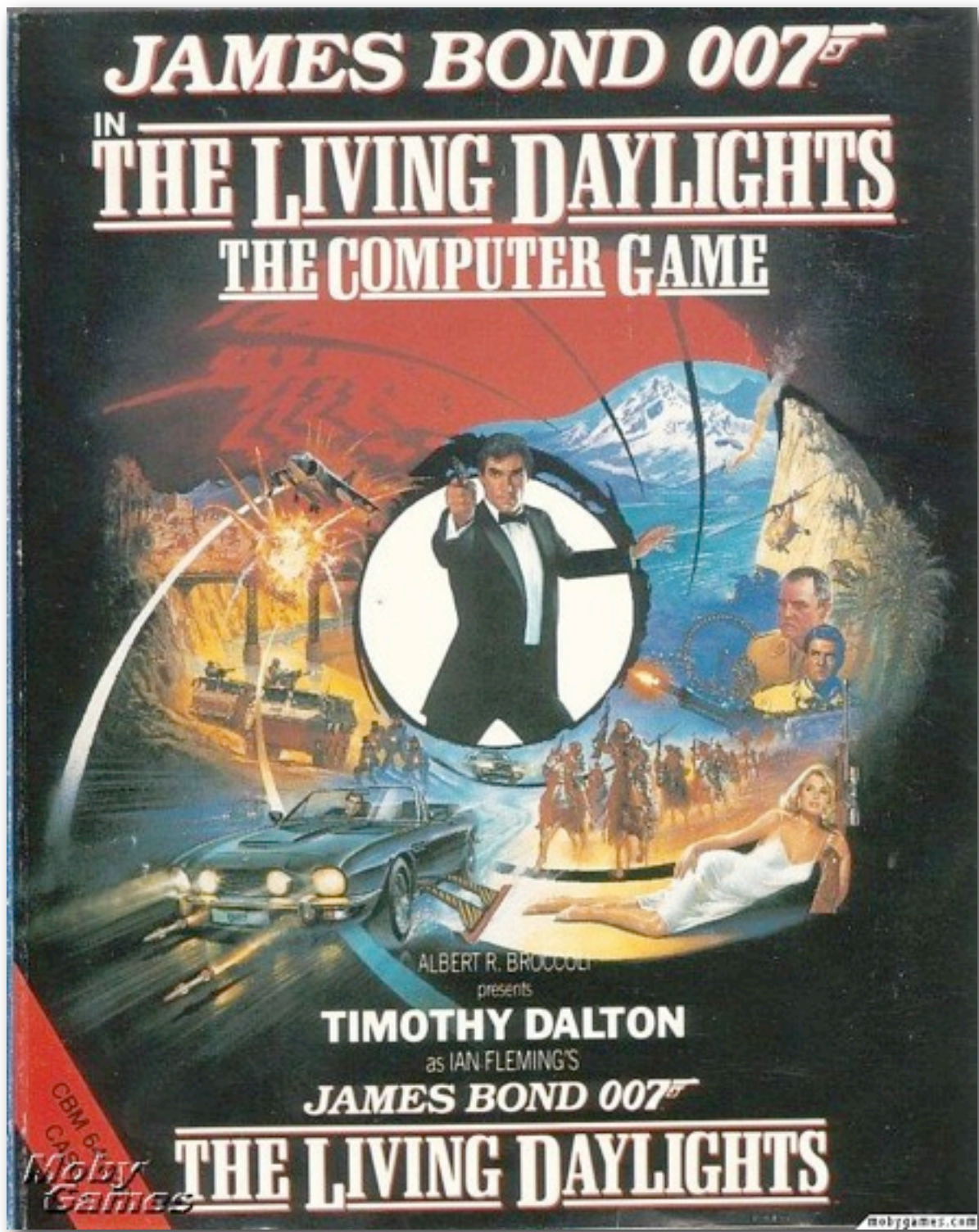
1985



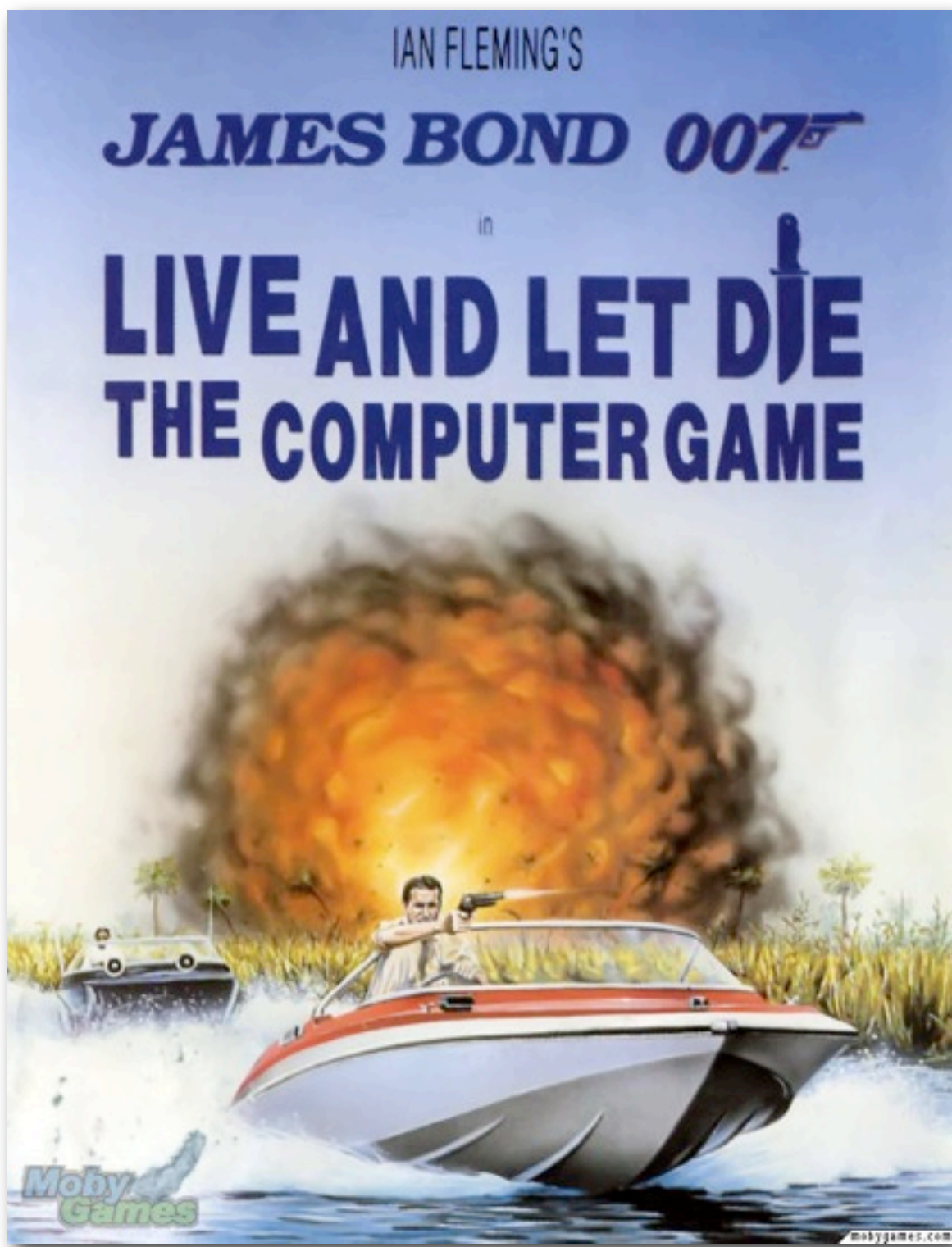


1985





1987

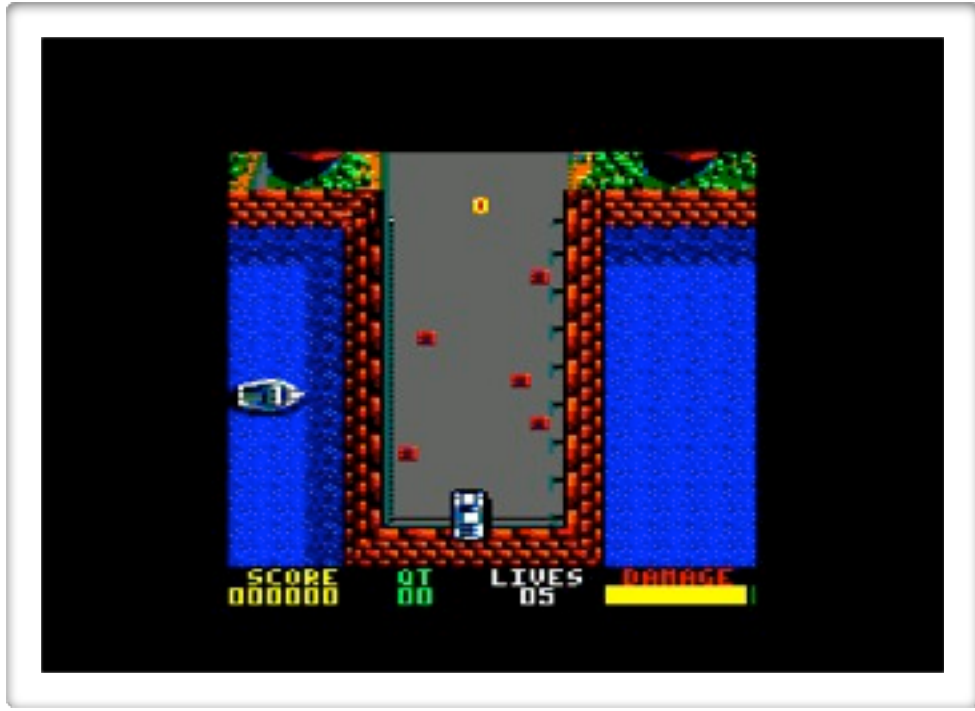


1988





1990



Golden Eye 007

Konsolen-fps

Kampagne: 1 Spieler,

Multiplayer: max. 4 Spieler

Normal, You Only Live Twice, The Living Daylights (Flag Tag), The Man With the Golden Gun, and License to Kill.

Missionen (18 Goldeneye, 1 Moonraker, 1 Golden Gun)

Realismus und Atmosphäre (Animation, interactive background)

Schwarz/Weiße-Texturen

Open World

Präzise Steuerung

Stealth-Elemente: Deaktivierbare Sicherheitskamera

Zoombares Sniper-Gewehr (Töten »Unschuldiger«) (MDK)

Rechts- und Linkhändige Waffen

Kontext-sensitive Treffer



Reviews

GoldenEye was the first game to really put you in to a 3D environment with (somewhat) realistic situations. Enemies could see and hear you, they could also hit alarms, security cameras could catch you on tape, allies could run with you, you could shoot locks off of doors, destroy parts of environments for fun and to solve missions, all while breaking through an intricate story; it was an immersive experience that almost required you to think and behave like you were there. The industry at its best.

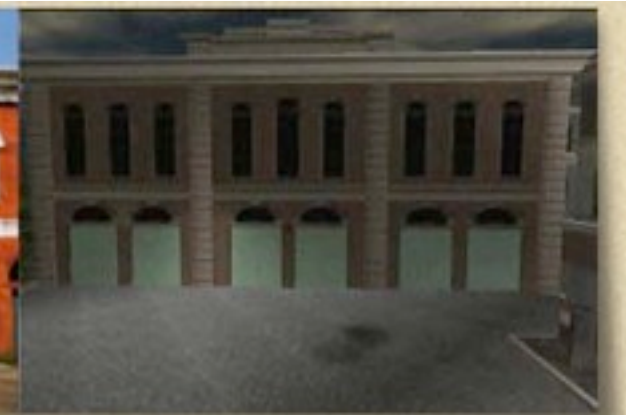
http://www.gamasutra.com/view/feature/1832/the_gamasutra_quantum_leap_awards_.php?page=7

Aspects of its design can be seen in Half-Life, Medal of Honor, Deus Ex, Perfect Dark, TimeSplitters, Halo, The World Is Not Enough, Sin, Soldier of Fortune, Project IGI, Thief, Splinter Cell, Agent Under Fire, NightFire and Metal Gear Solid to name several.

Lets also not forget this entire game was squeezed onto a 12 Mb game cartridge. When you compare that to CDs 650 Mb or DVDs 4.7 GB, it just goes to show the sheer talent that was at Rare at the time. Its position in history is assured as not only one of the greatest first-person shooters ever made, but also one of the greatest games of all time. Who says film licenses never work?

<http://casuallyhardcore.com/n64-goldeneye-007-retro-review/#.TtPre2DHXnx>

Adaptation





1989 Marble Madness

1989 World Games

1990 Snake Rattle 'n' Roll

1994 Donkey Kong Country

1995 Donkey Kong Land

1997 Golden Eye 007

1998 Banjo-Kazooie

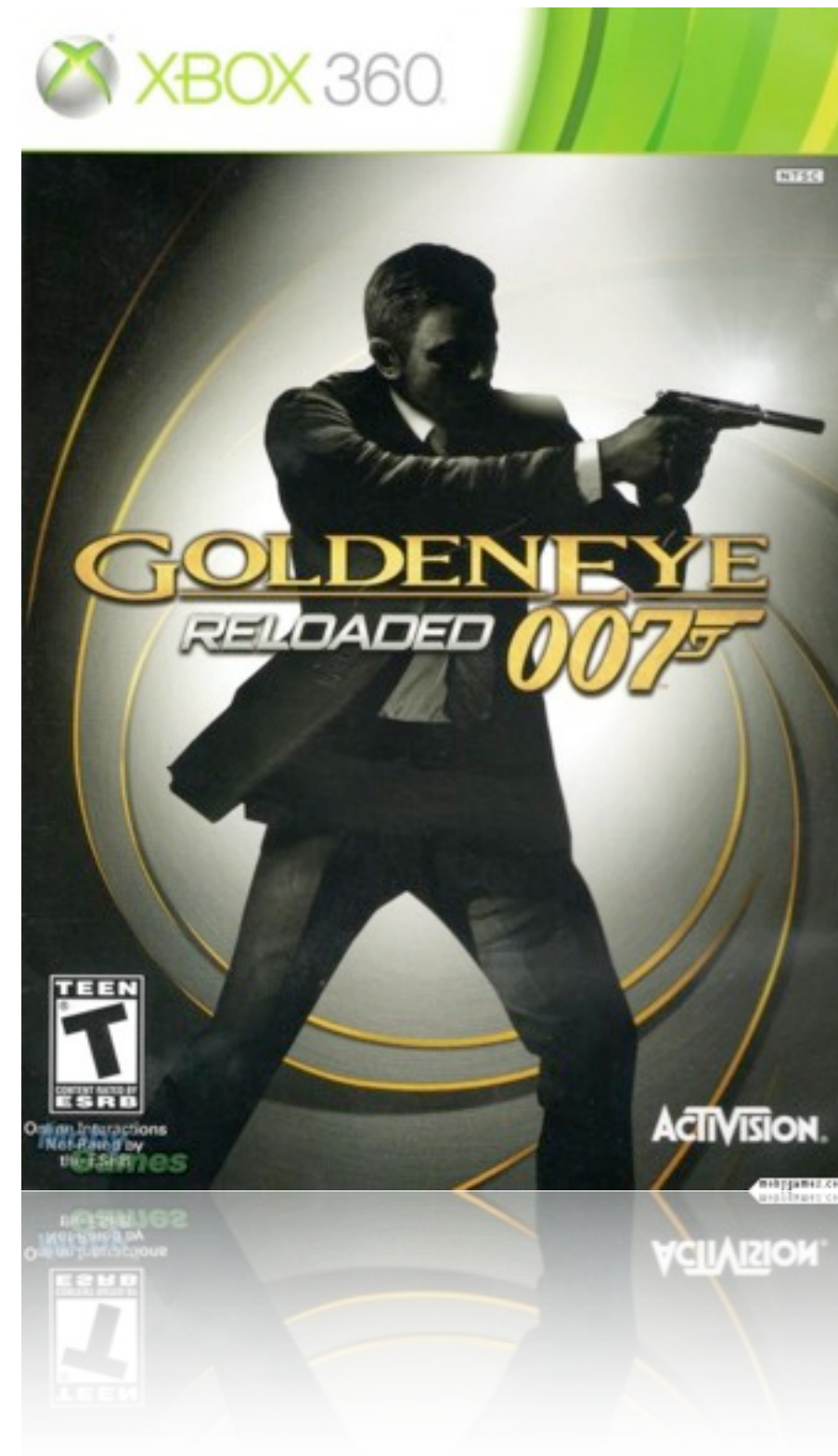
1999 Donkey Kong 64

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

Remakes



2010



2011