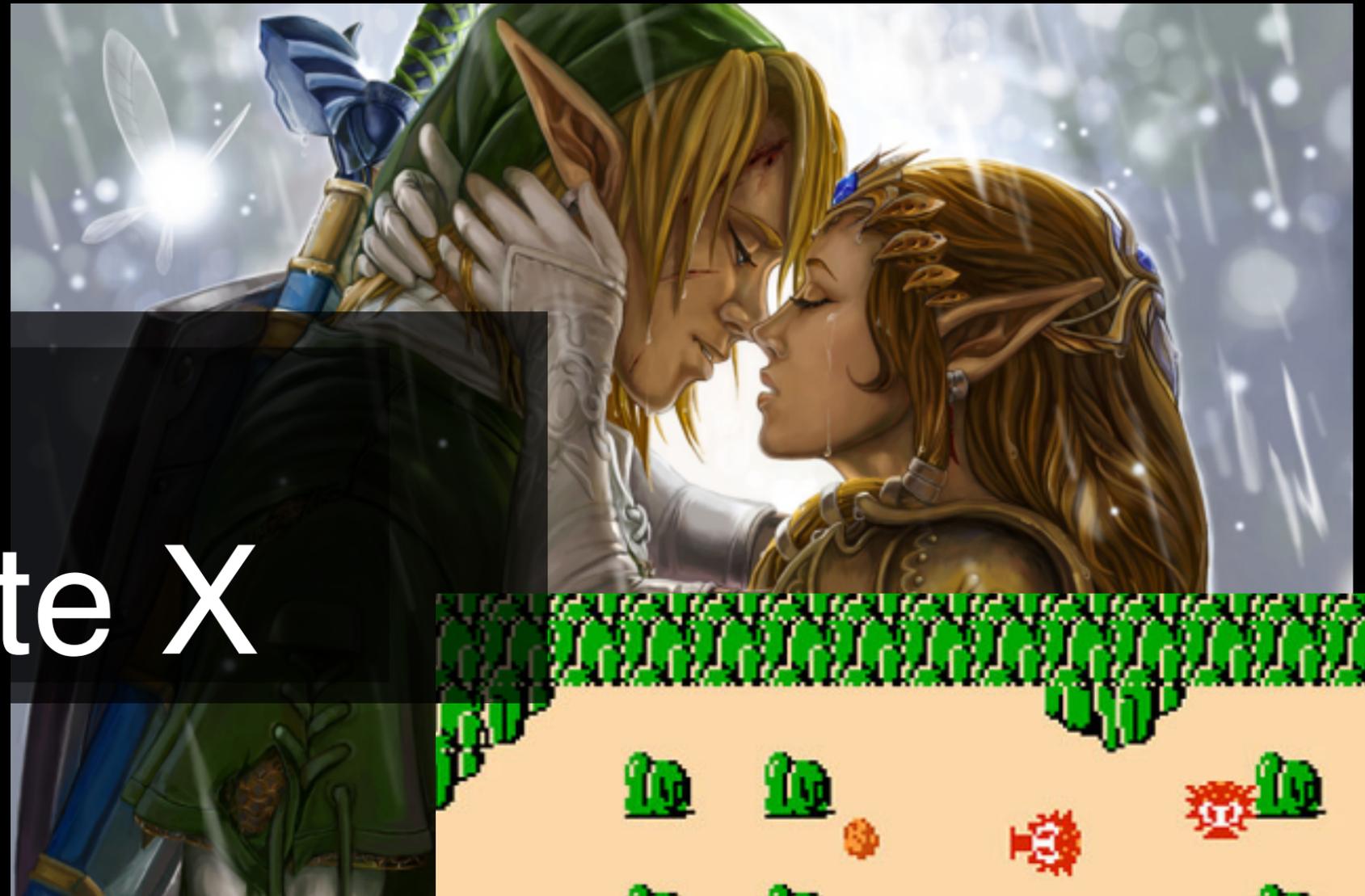


Klassiker der Spielelegeschichte X

ACT ION-ADVENTURES

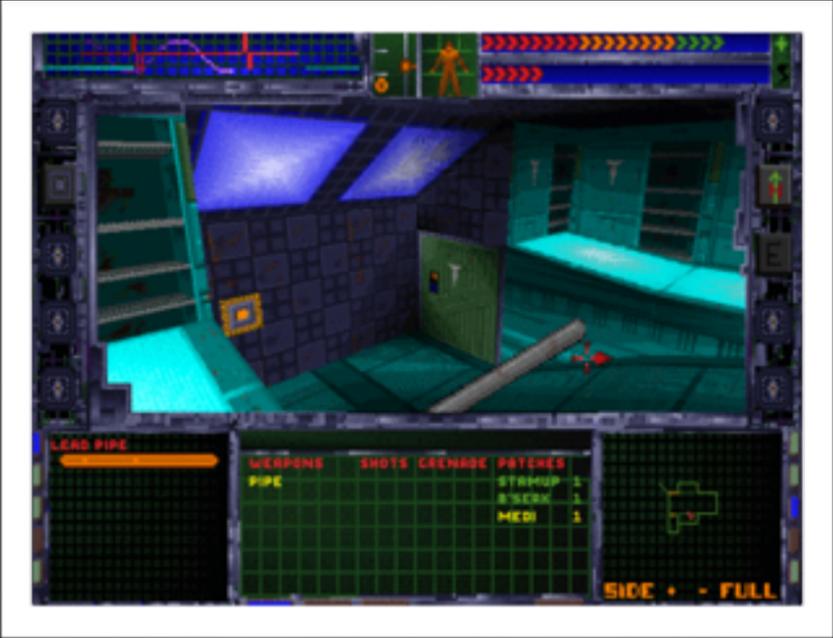
18. JUNI 2015

http://img04.deviantart.net/a1eb/i/2014/053/b/3/the_legend_of_zelda___how_to_win_a_princess_s_kiss_by_kejablank-d77au6n.jpg



Subgenres

First Person



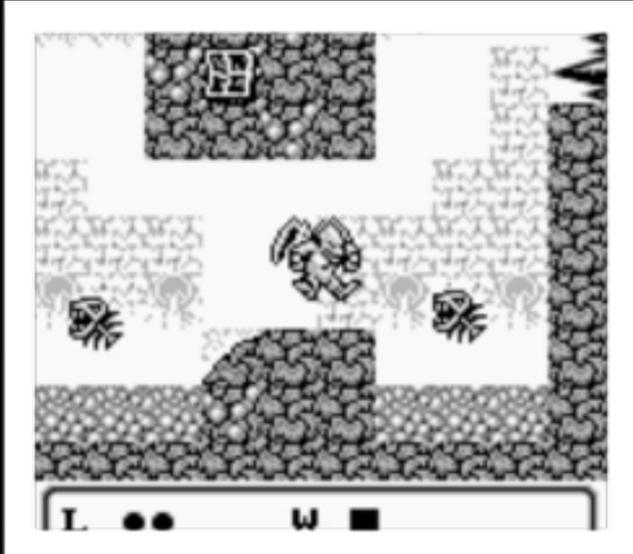
System Shock

Isometrisch



Little Big Adventure

Plattform-Adventure



Gargoyle's Quest

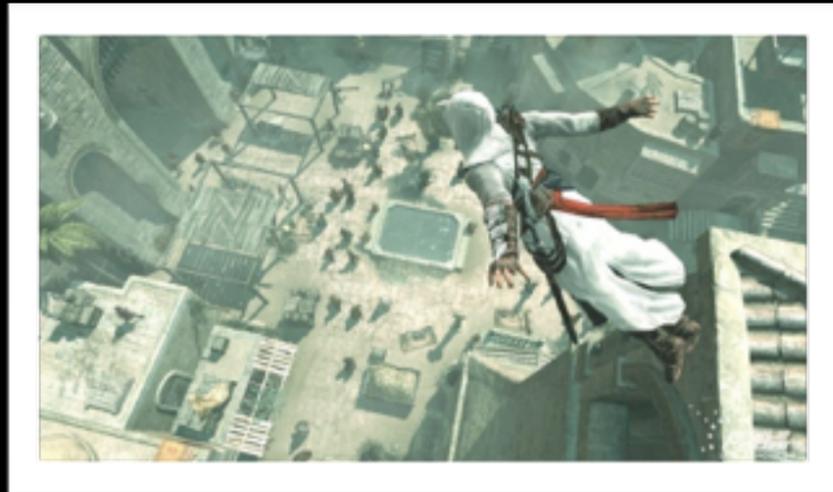
Third Person



Tomb Raider

Subgenres

Schleichspiele



Assassin's Creed

Open World



Adventure

Survival Horror



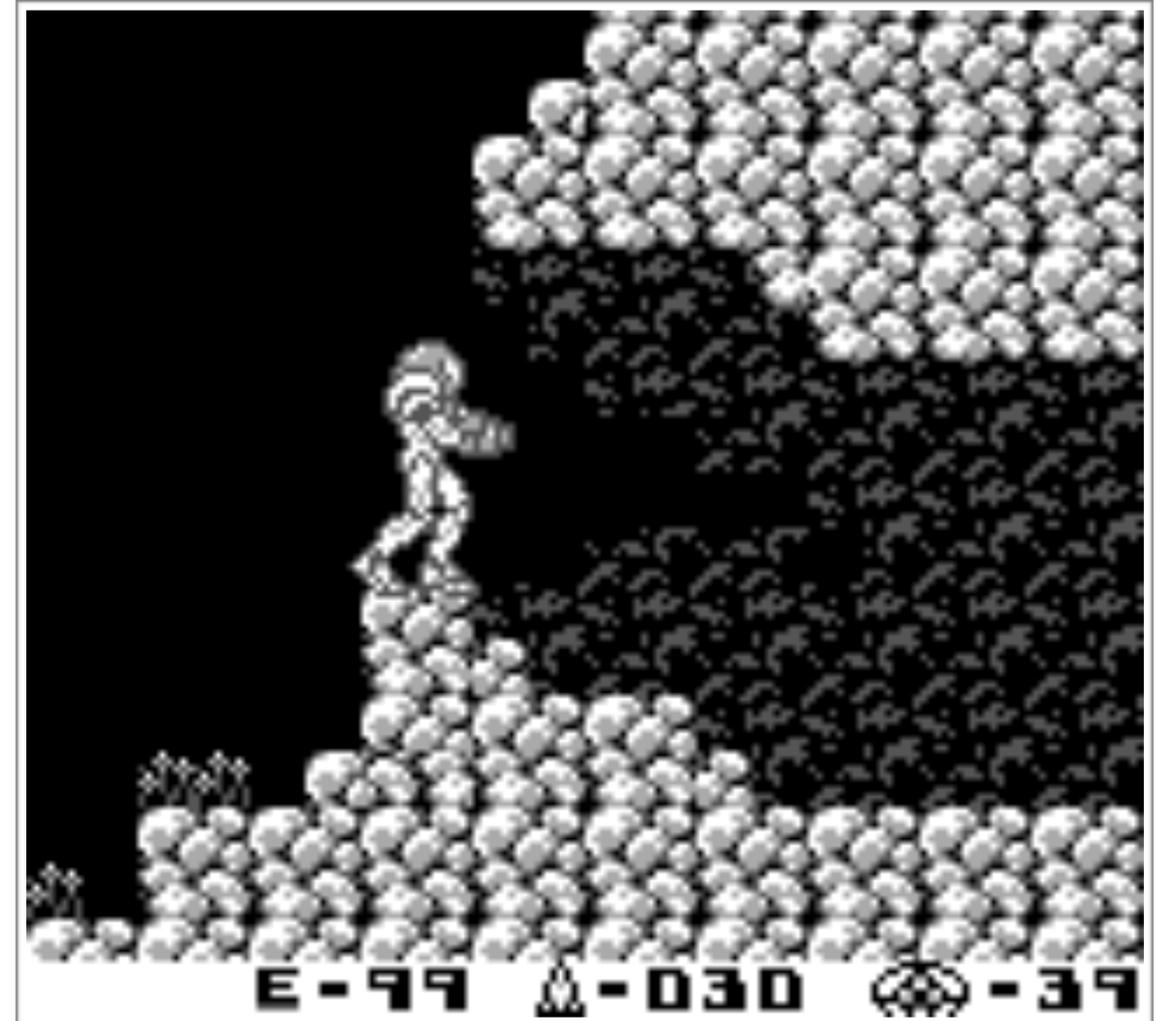
Alone in the Dark



The Game of ROBOT
TOM Productions, 1983-1993

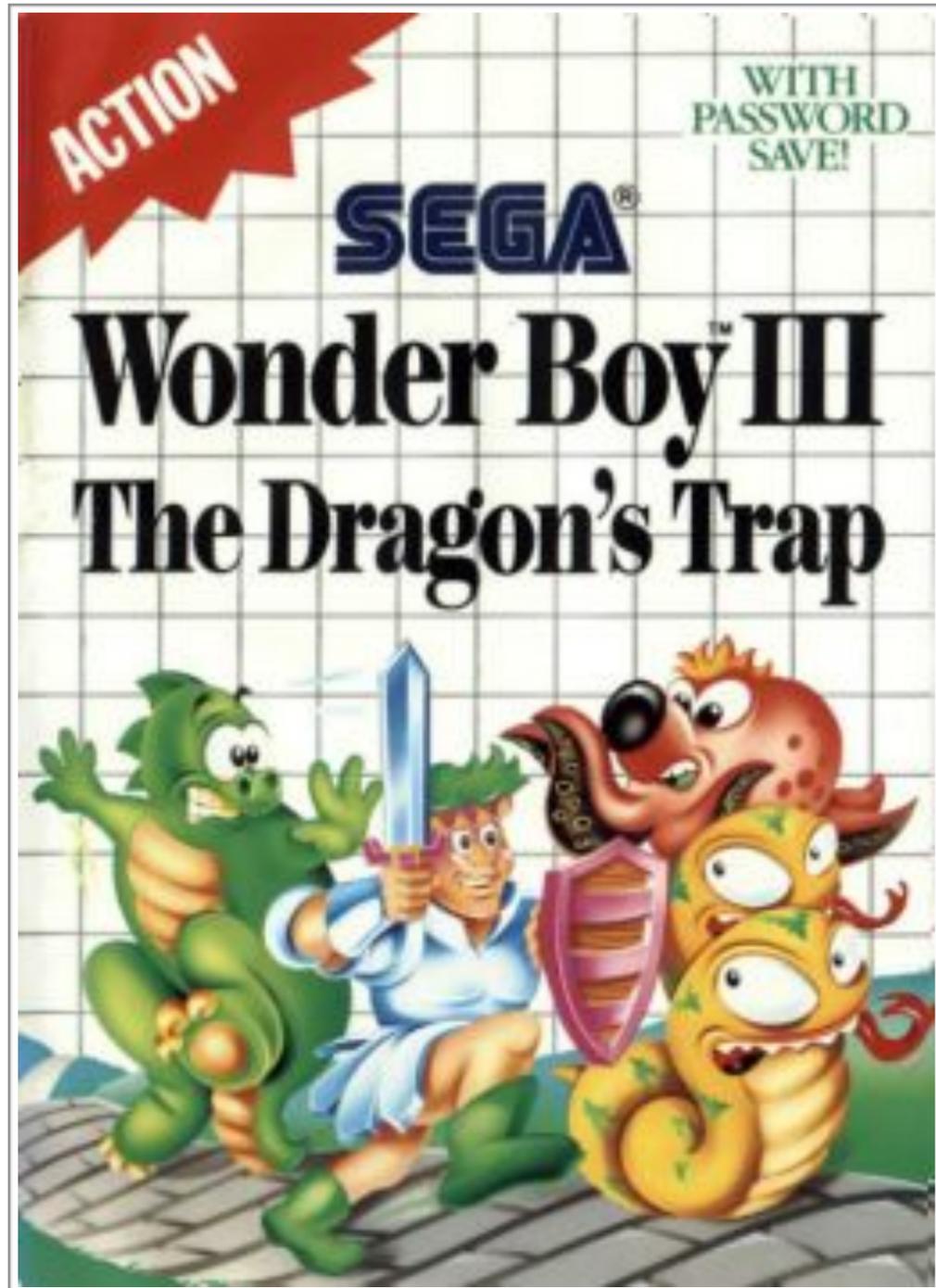
Plattform

METROID

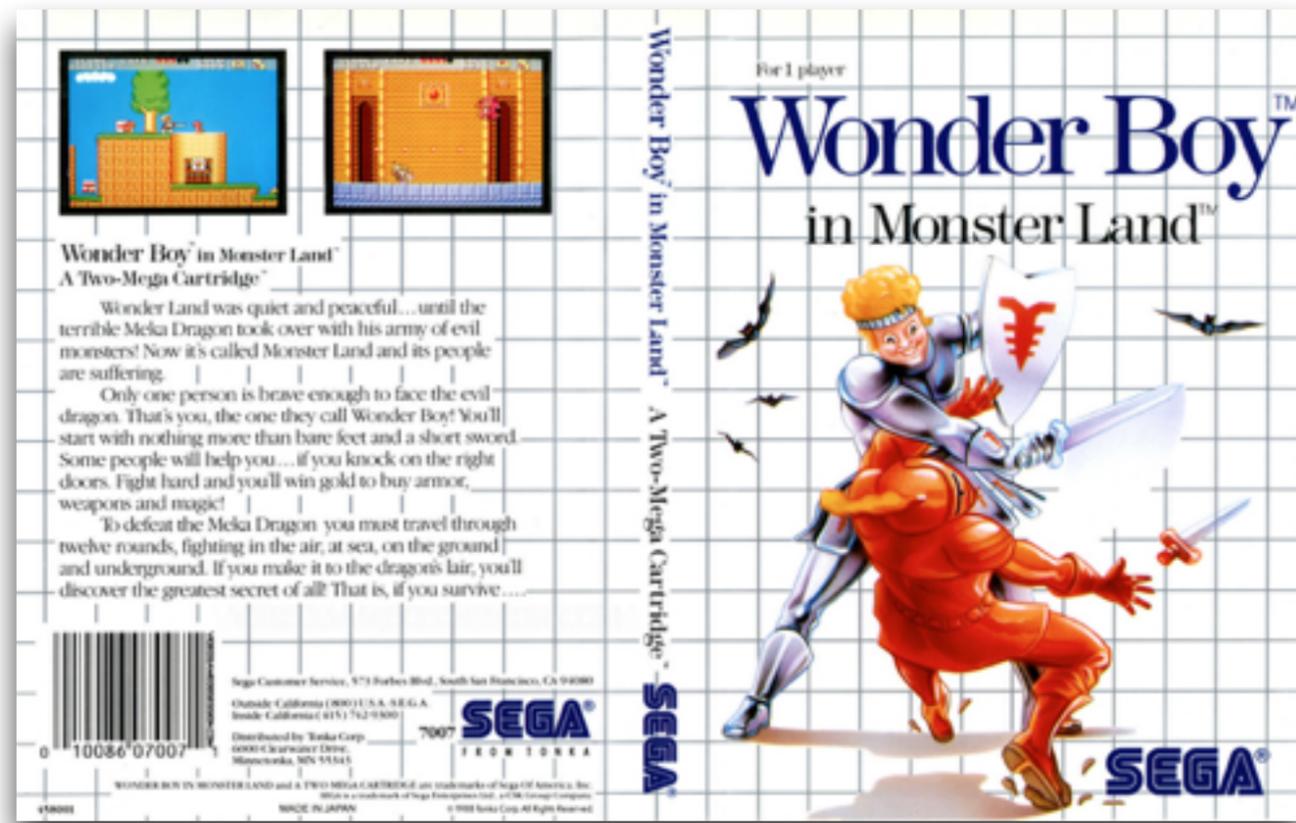
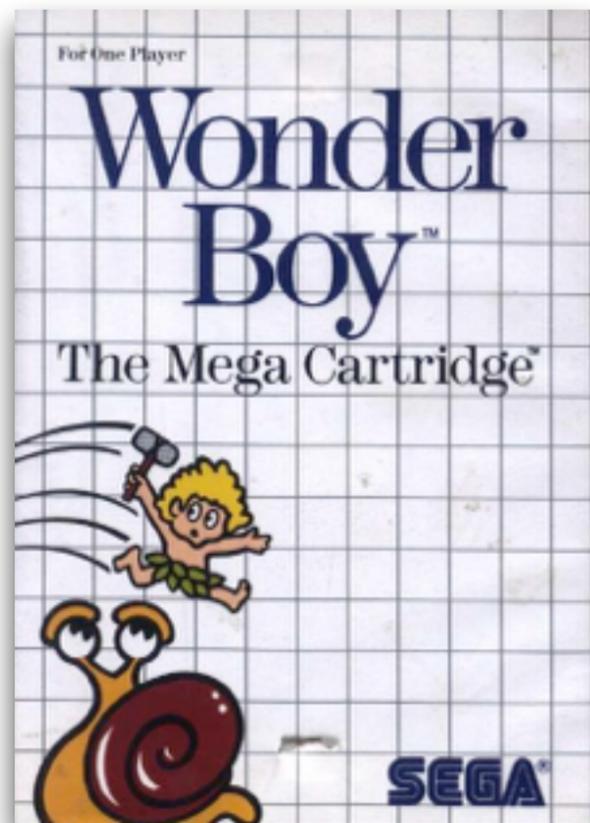


Metroid 1+2
Nintendo 1986, 1991

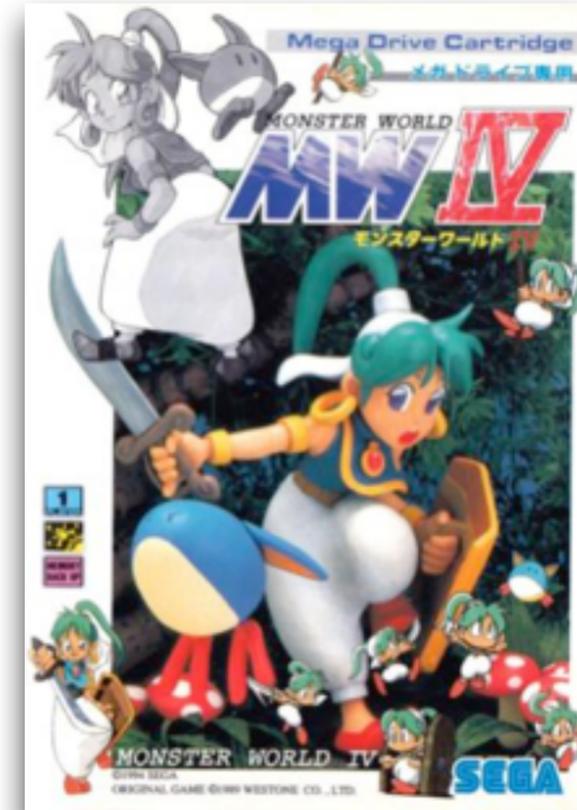
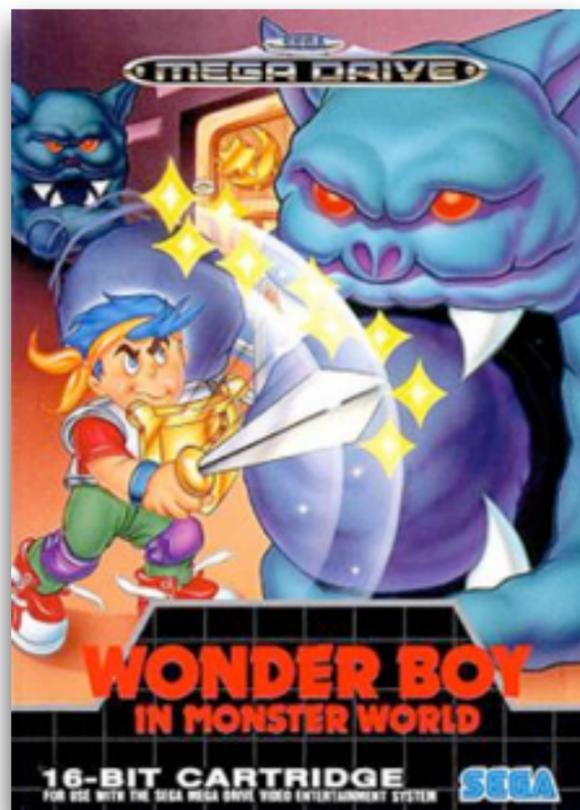
Westliche Spielertitel	Japanische Spielertitel	Konsole/Plattform	Erscheinungsjahr
Castlevania	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	Famicom Disk System, Commodore 64, NES, Game Boy Advance, MS-DOS, Nintendo Wii (Virtual Console)	1986
Vampire Killer (Nur Europa und Brasilien)	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	MSX2	1986 ^[1]
Castlevania II: Simon's Quest	<i>Dorakyura II: Noroi no Fūin</i> (ドラキュラII 呪いの封印)	Famicom Disk System, NES, Microsoft Windows, Wii (Virtual Console)	1987
Haunted Castle (Spielhallenautomat)	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	Arcade-Spiel	1988
Castlevania: The Adventure	<i>Dorakyura Densetsu</i> (ドラキュラ伝説)	Game Boy	1989
Castlevania III: Dracula's Curse	<i>Akumajō Densetsu</i> (悪魔城伝説)	NES, Microsoft Windows, Wii (Virtual Console)	1990
Super Castlevania IV	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	Super NES, Wii (Virtual Console)	1991
Castlevania II: Belmont's Revenge	<i>Dorakyura Densetsu II</i> (ドラキュラ伝説II)	Game Boy	1991
Castlevania X68000 (Inoffizieller Titel; Spiel nicht in Amerika/Europa erschienen)	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	Sharp X68000	1993
Castlevania: Rondo of Blood (erst als Wii-VC-Spiel in Amerika/Europa erschienen)	<i>Akumajō Dorakyura X: Chi no Rondo</i> (悪魔城ドラキュラX 血の輪廻(ロンド))	PC Engine, Wii (Virtual Console)	1993
Castlevania: The New Generation (Europa&Australien) Castlevania: Bloodlines (USA)	<i>Vampire Killer</i> (バンパイアキラー <i>Banpaia Kira</i>)	Sega Mega Drive	1994
Castlevania: Vampire's Kiss (Europa&Australien) Castlevania: Dracula X (USA)	<i>Akumajō Dorakyura XX</i> (悪魔城ドラキュラXX)	Super NES	1995

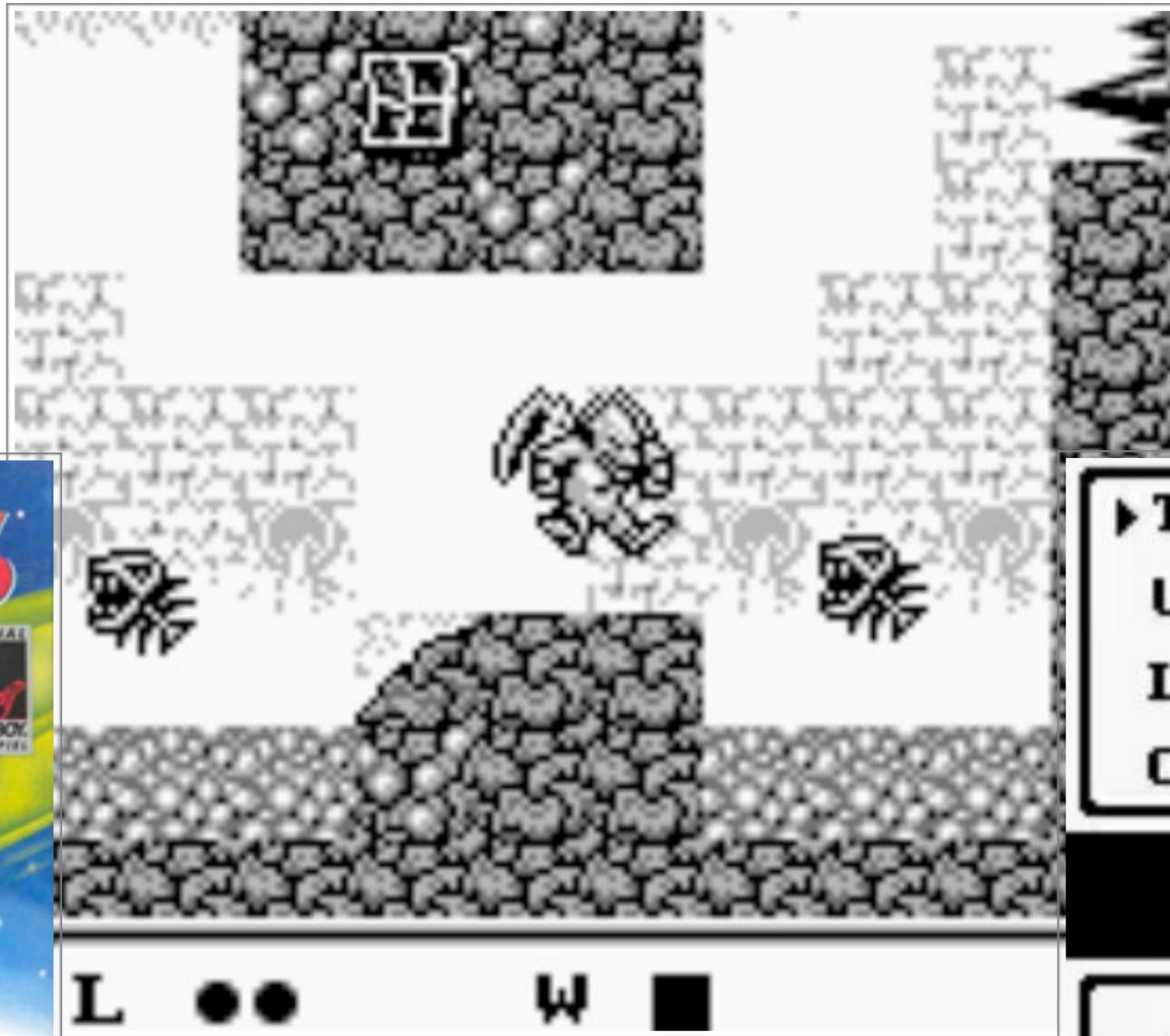


Wonder Boy III: The Dragon's Trap
Sega 1989

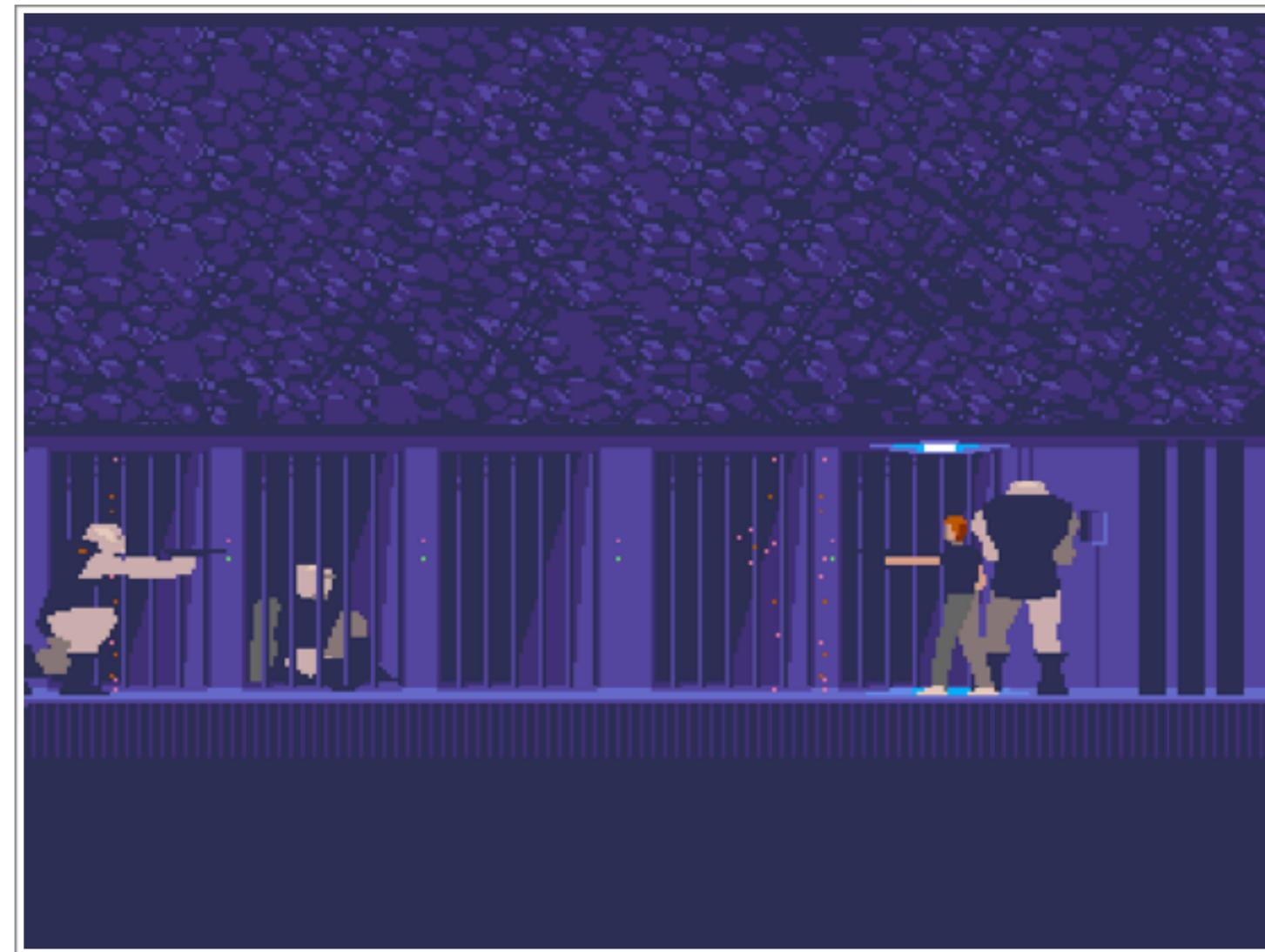
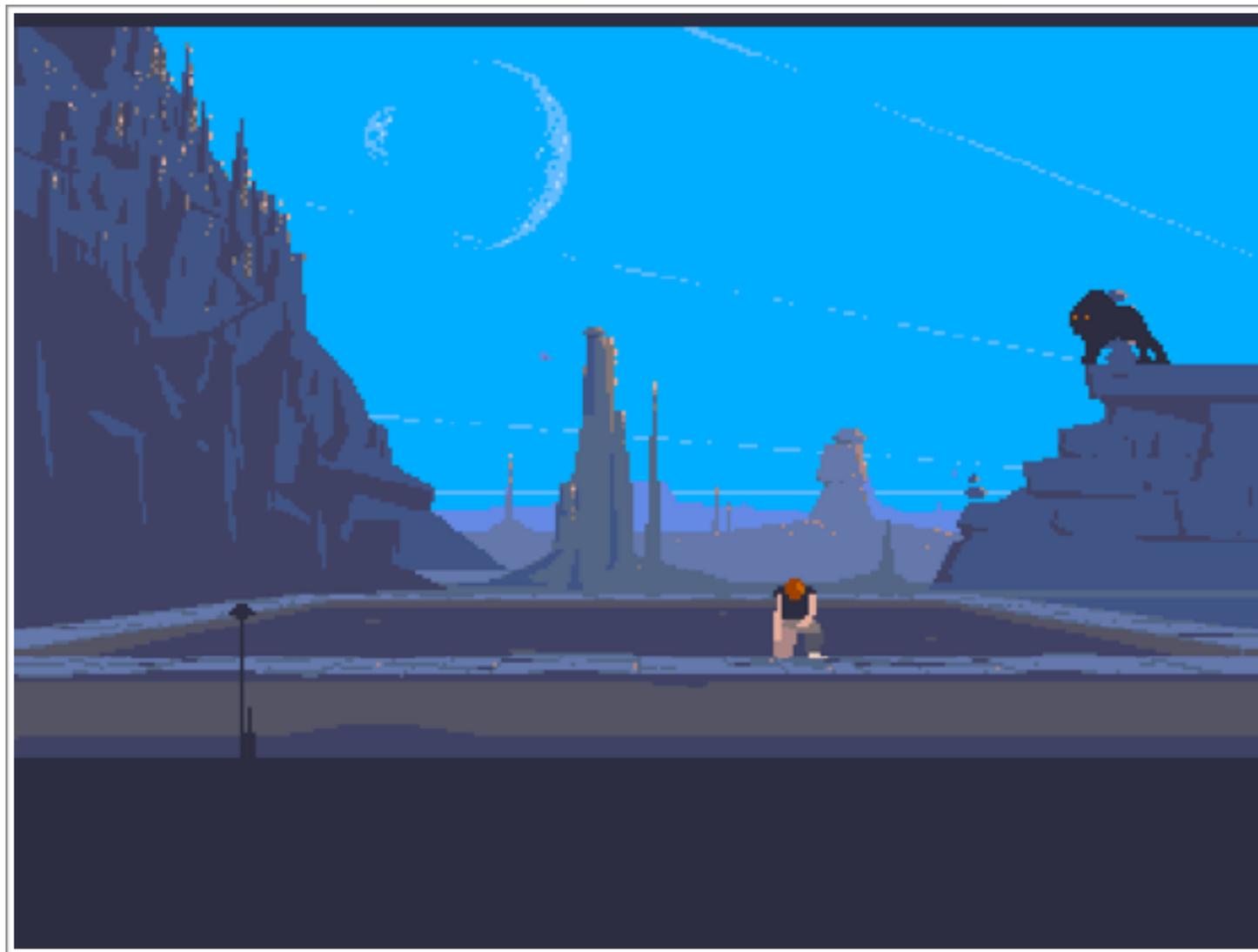


Die kanonischen Spiele





Gargoyle's Quest
Capcom 1990



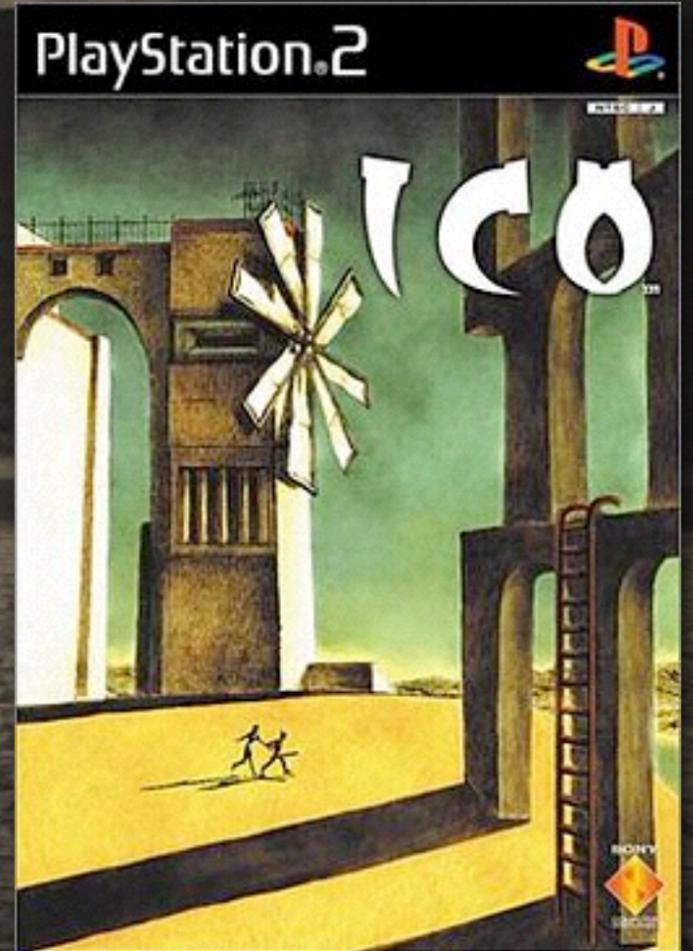
Another World (Out of this World)
(Delphine Software Int., 1991)



Flashback

Delphine Software Int., 1993)

Ico, 2001



Ico introduced several design and technical elements, including a story told with minimal dialog, bloom lighting and key frame animation, that have influenced subsequent games.

Einflüsse



Another World, 1991



Myst, 1993

Emotional Gameplay

»Movies can make us care about a character by creating a personality and a context, and can create a sense of situation through showing incidents, but a game can create feeling through experience.«

Charles Herold

Bedeutung

Verantwortung

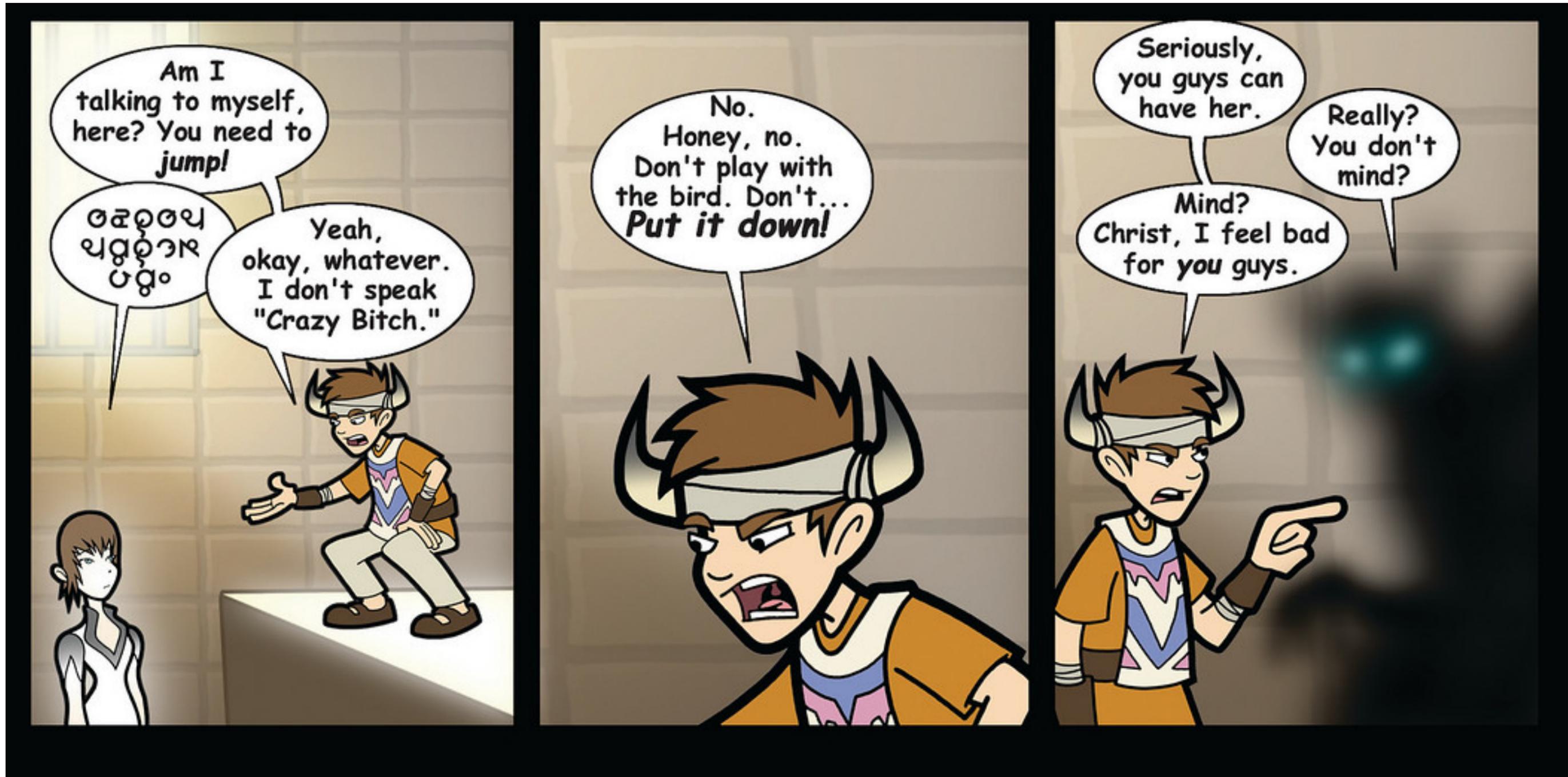
Bindung

Melancholie

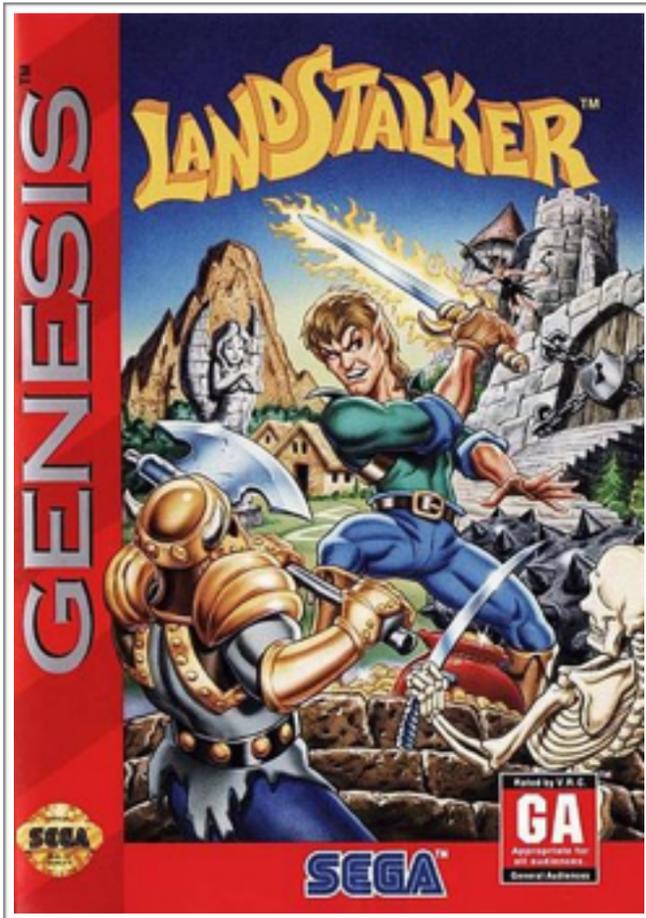
Erleichterung



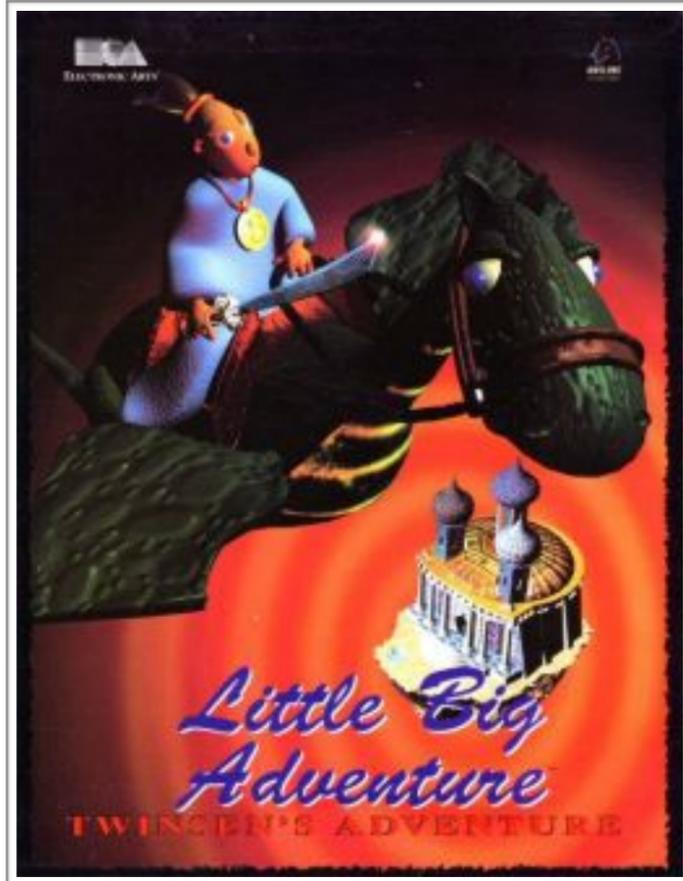
'It's time game designers grasp the power of creating games with emotional depth, meaningful characters and dialogue, and themes that reach players' hearts and really – I mean REALLY – make them care about their game's story' (Freeman 2004: jacket blurb).



Isometrische Perspektive



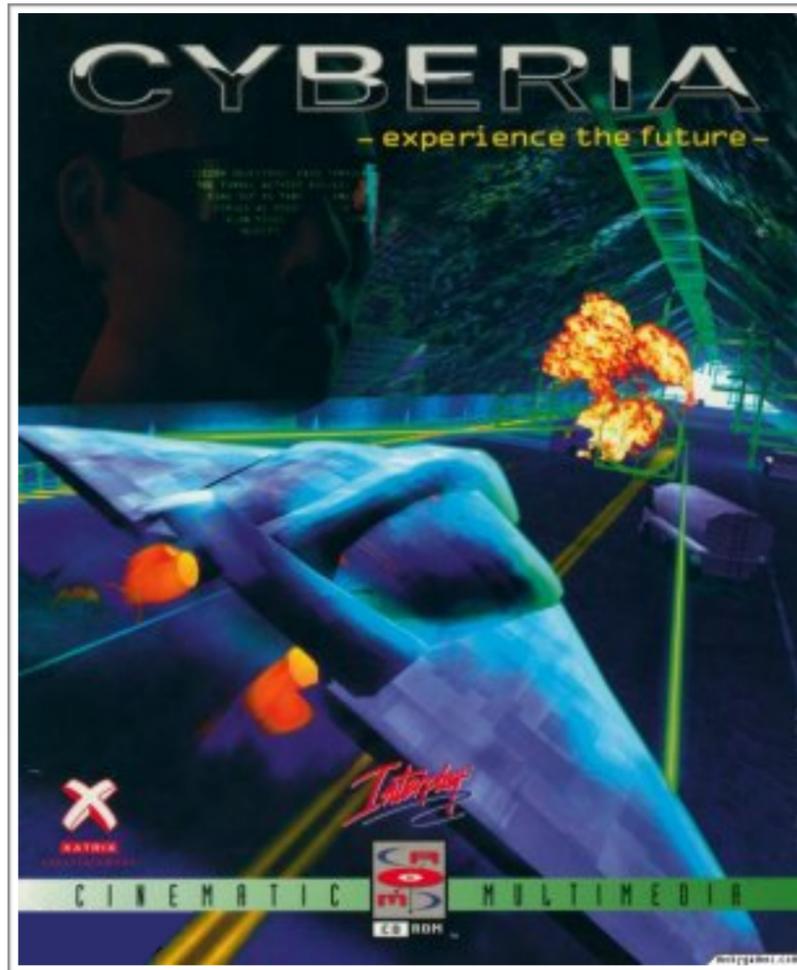
Landstalker: The Treasures of King Nole
Sega 1993



Little Big Adventure
Electronic Arts 1994



1st Person



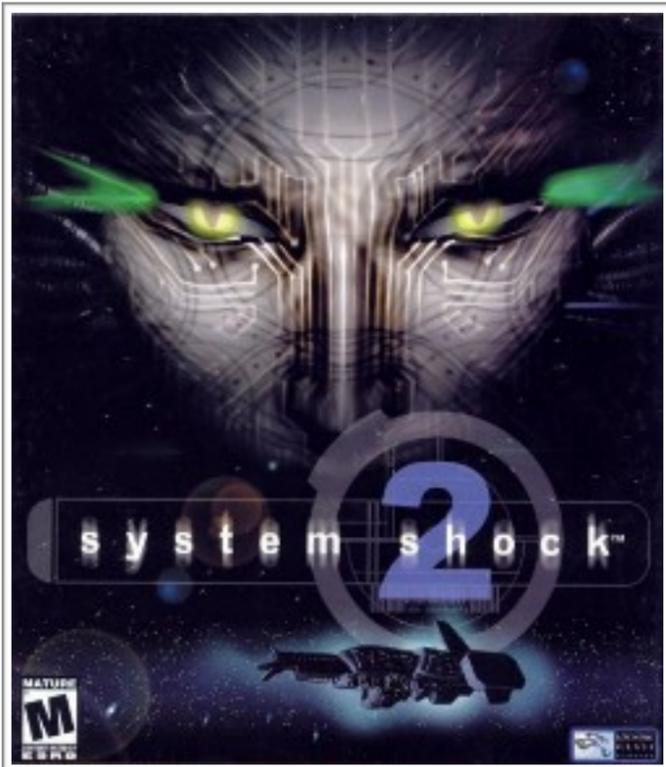
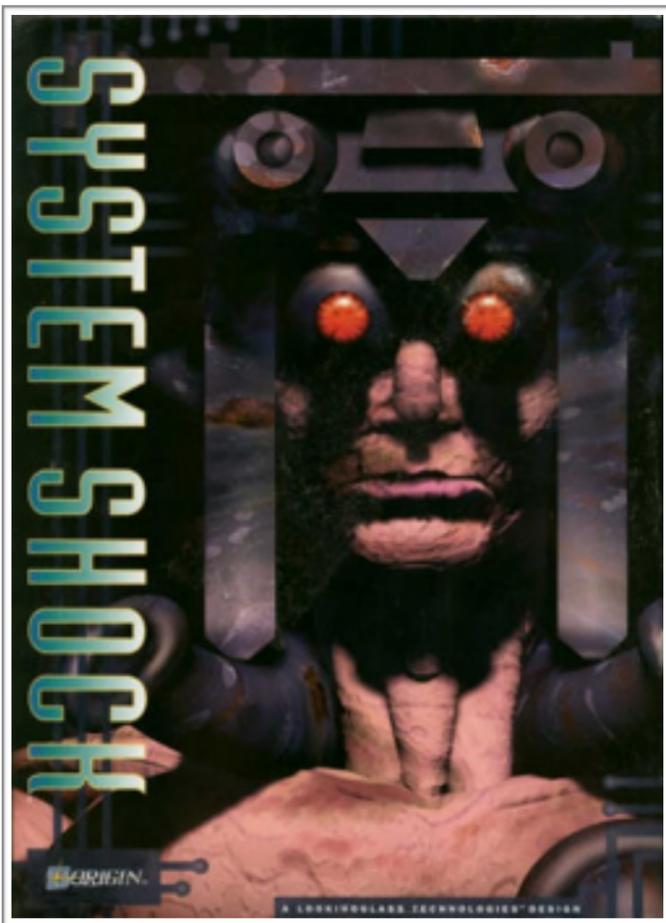
Cyberia
Interplay Entertainment, 1994





Metroid Prime
Nintendo, 2002





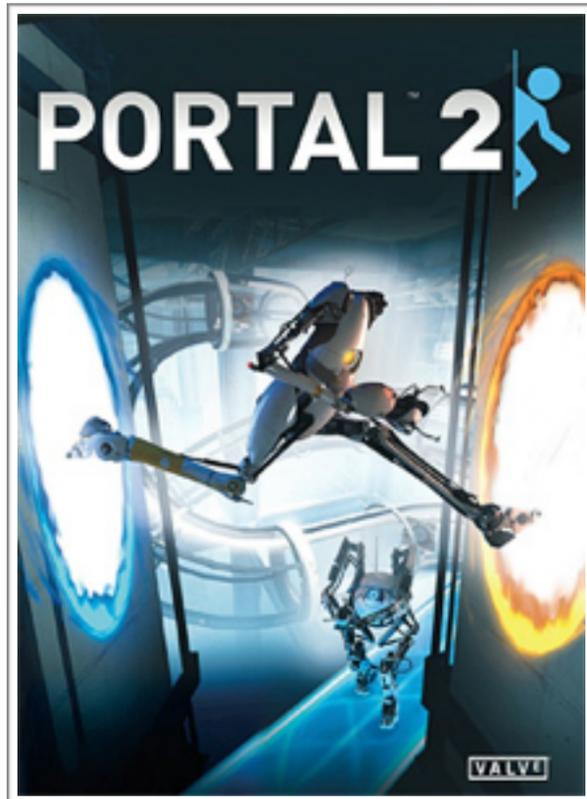
System Shock 1+2
Looking Glass Studios, 1994, 1999



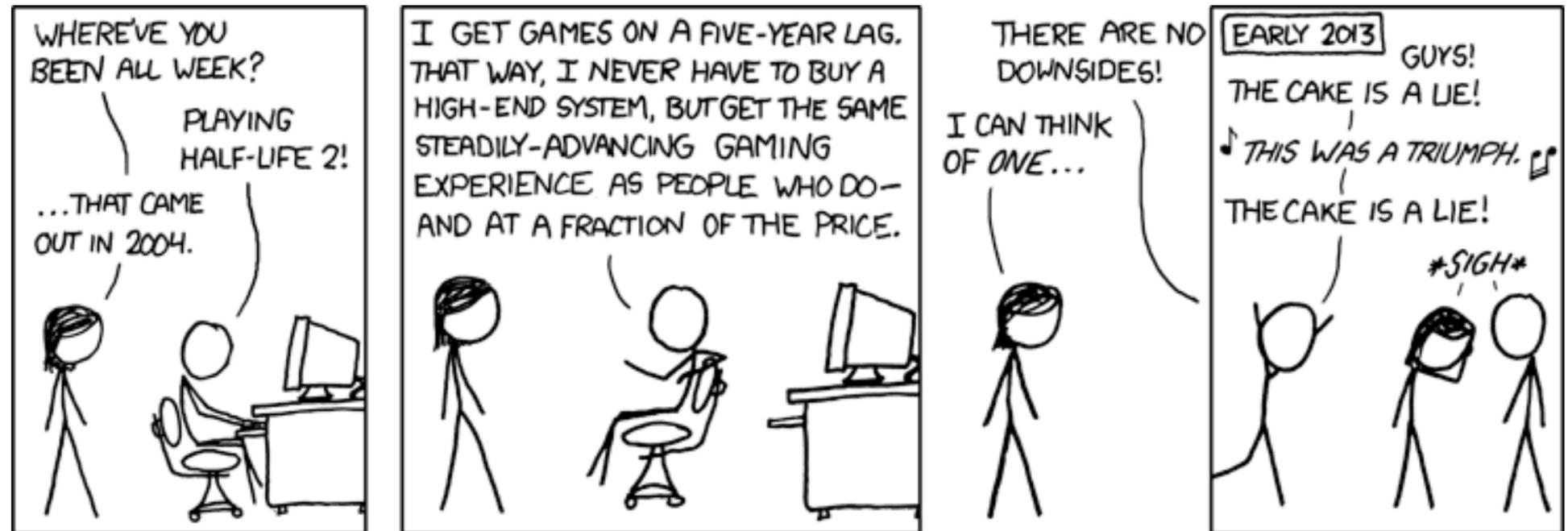


Portal 1+2

Valve, 2007, 2011



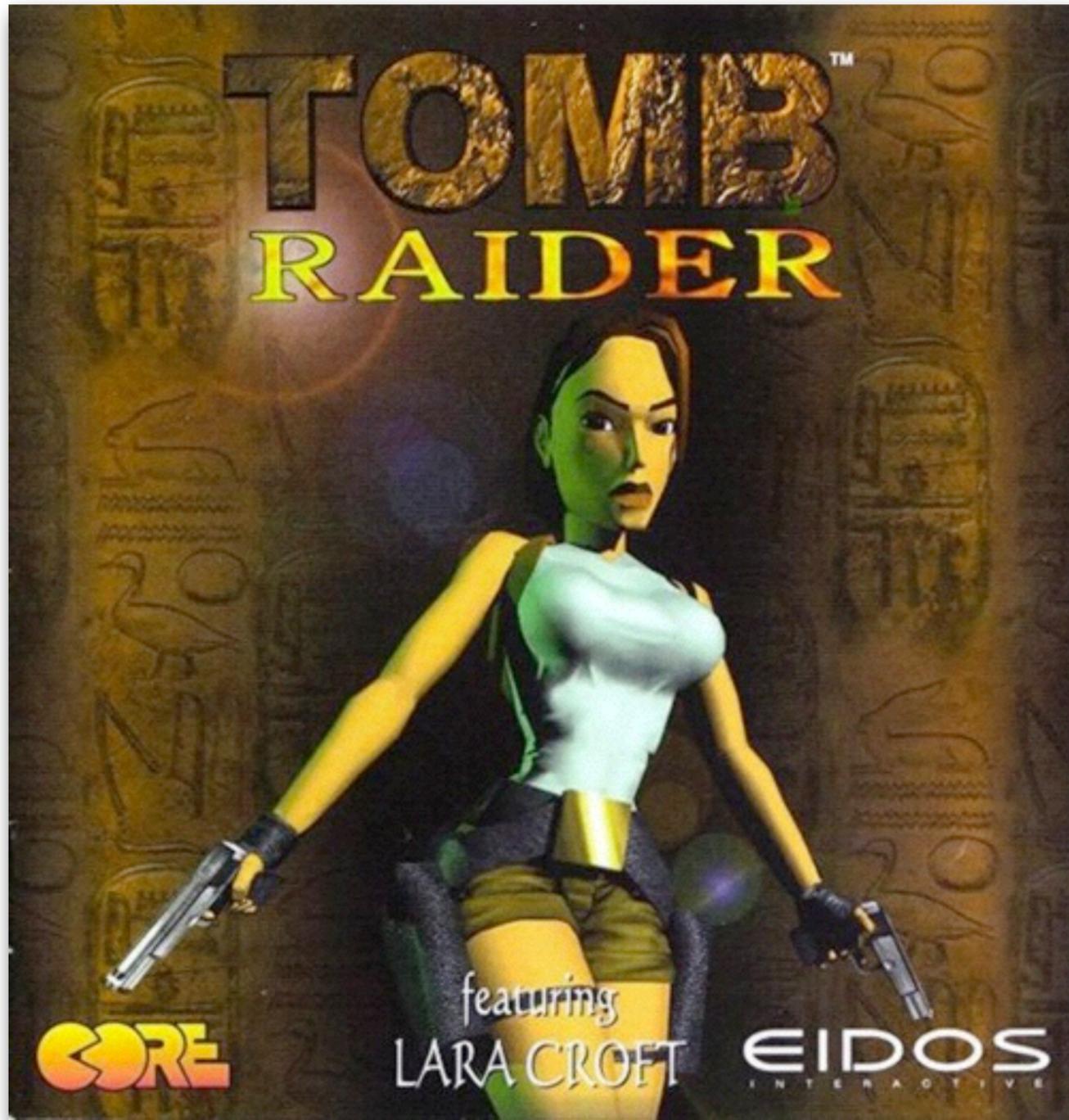
<https://xkcd.com/606/>





Half Life 2
Valve, 2004

3rd Person



Tomb Raider

Eidos Interactive, ab 1996





Spielemente

- Raumrätsel
- Objekträtsel
- Gegner
- Waffen / Munition
- Medi Packs
- Items / Schlüssel
- Artefakte
- Fallen
- Gegner



Grafik

Engine

Texture Shading

Imposters

Raum



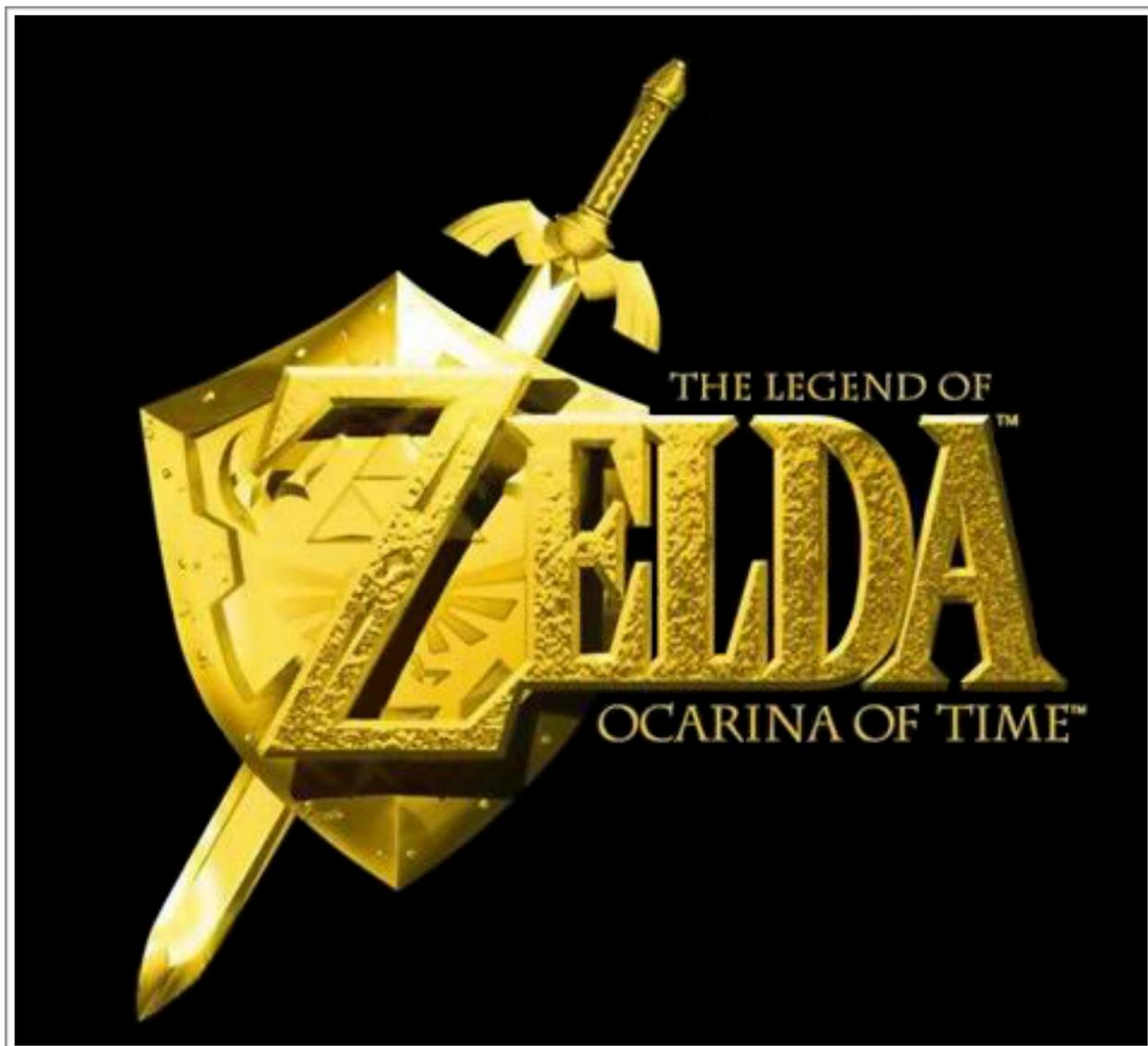
Große Räume – Viele Rätsel



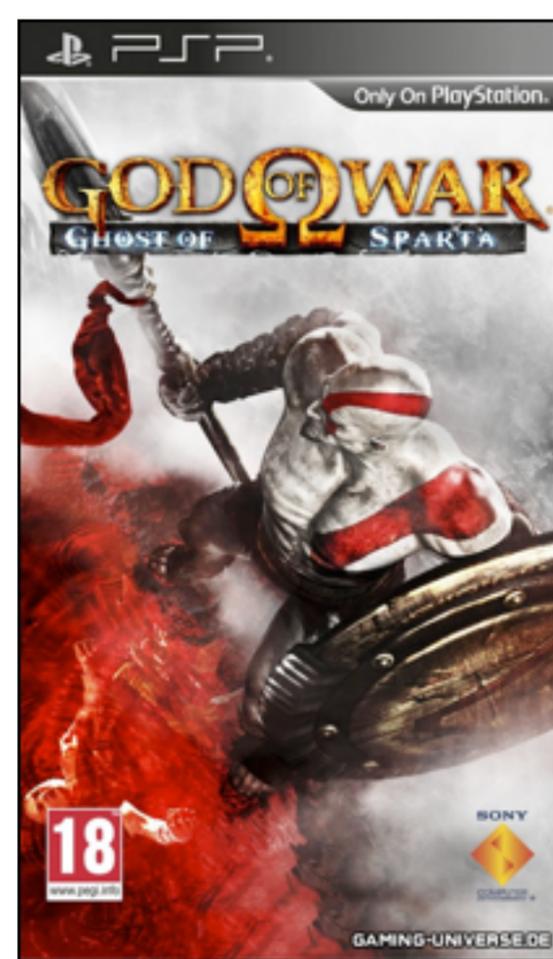
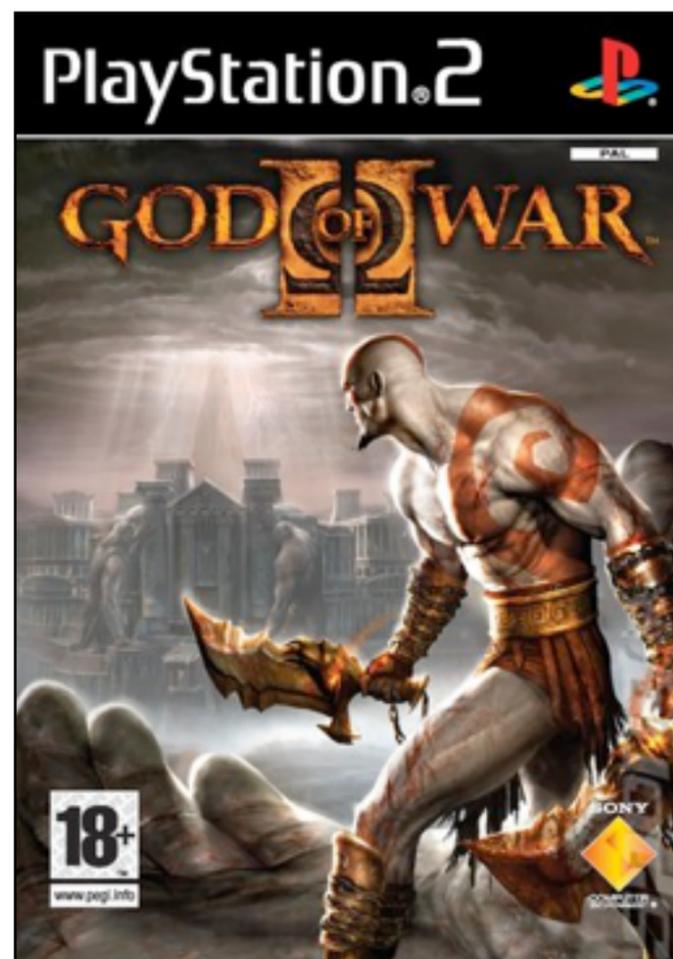
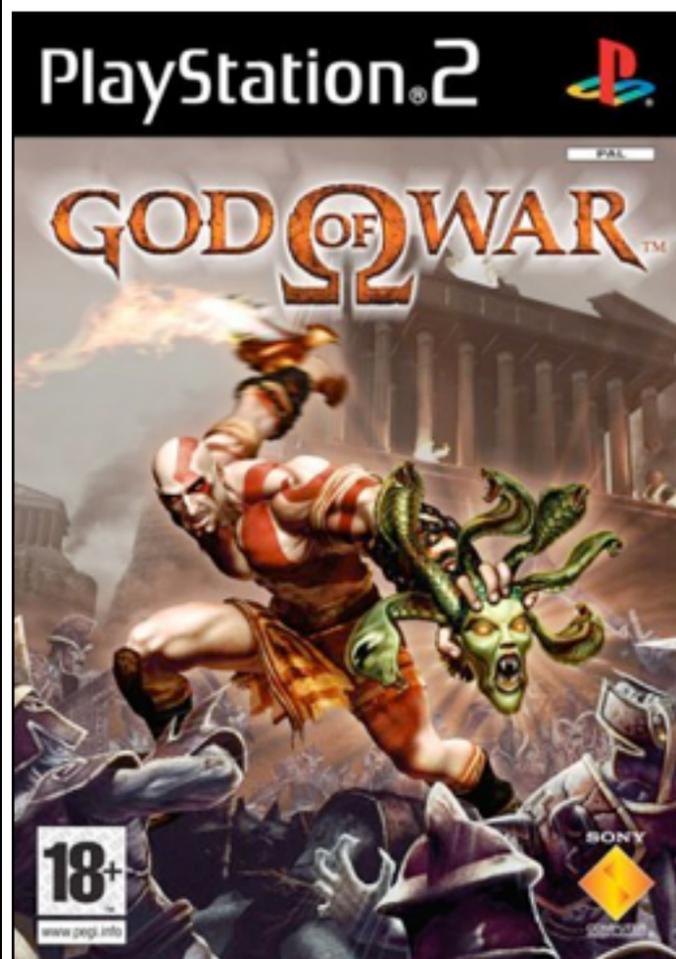
Icon oder Symbol: Kein Fenster kann zerschossen werden. Bis auf eines.



Indiana Jones and the Infernal Machine
LucasArts, 1999



The Legend of Zelda: Ocarina of Time
Nintendo, 1998



Die kanonischen Spiele

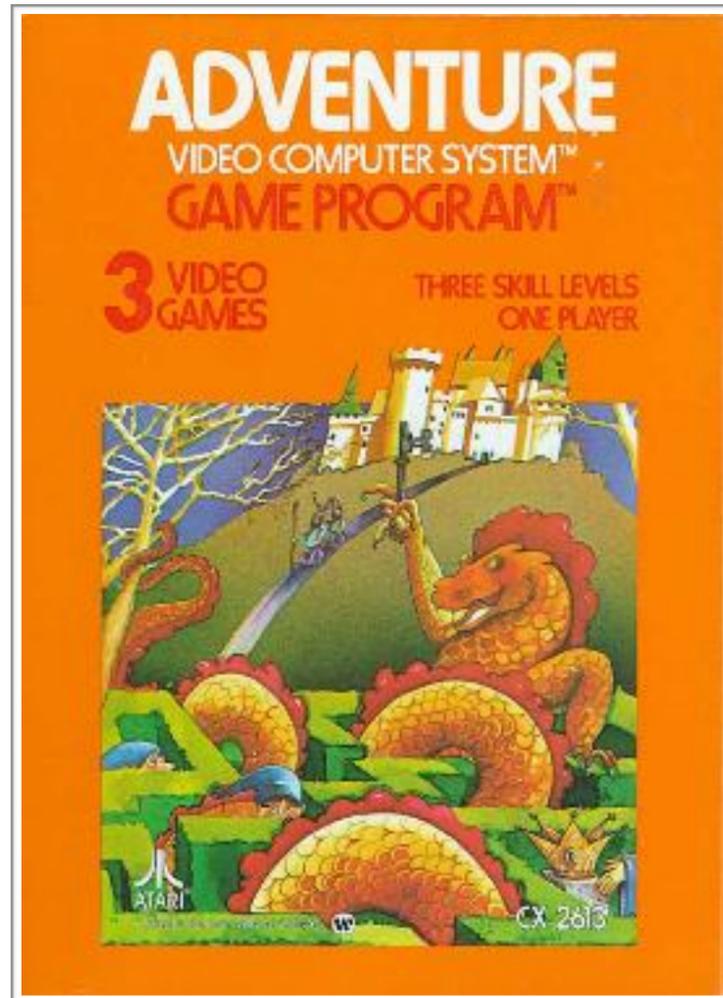
God of War 1-3
SCE Santa Monica Studio, 2005

UNCHARTED



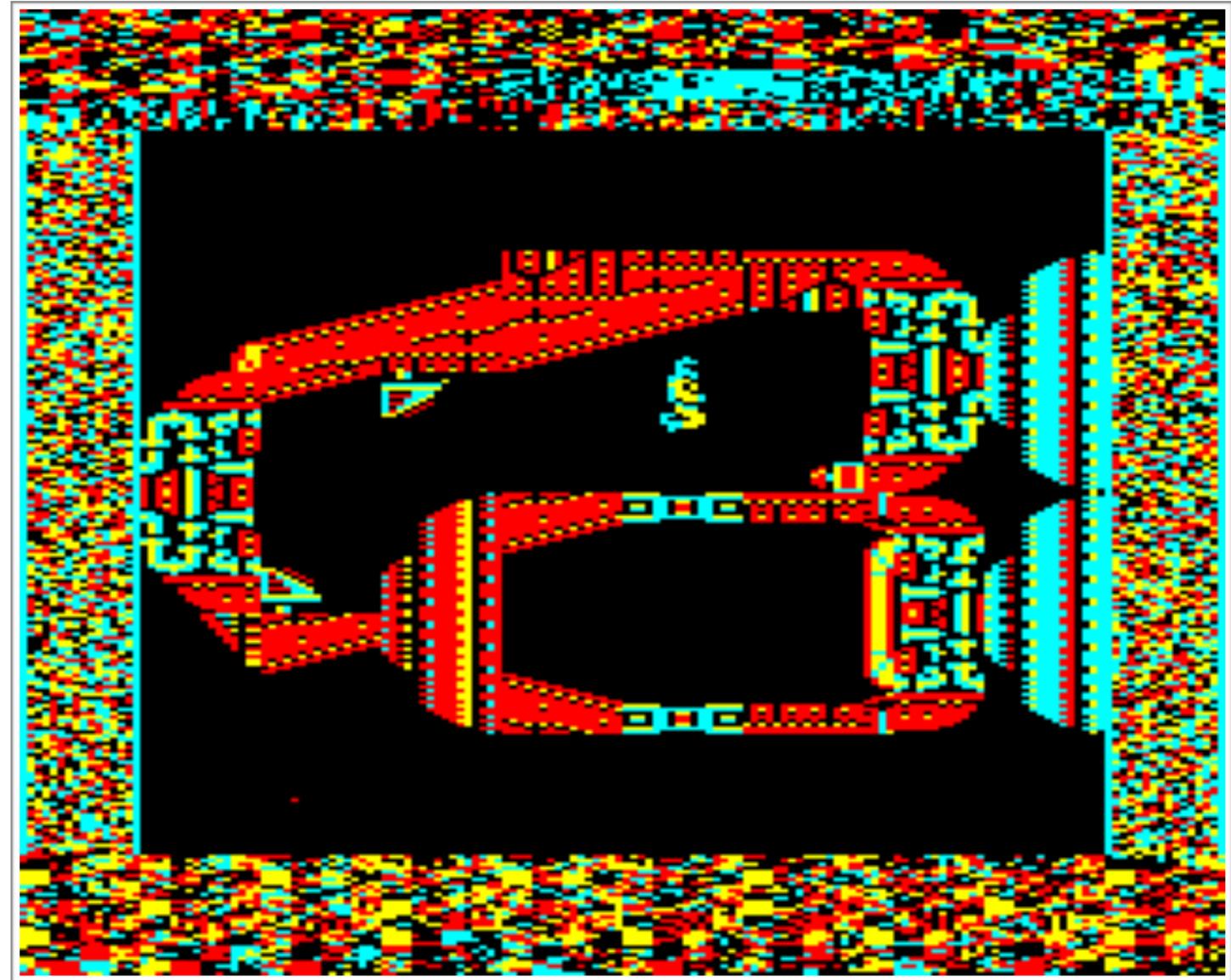
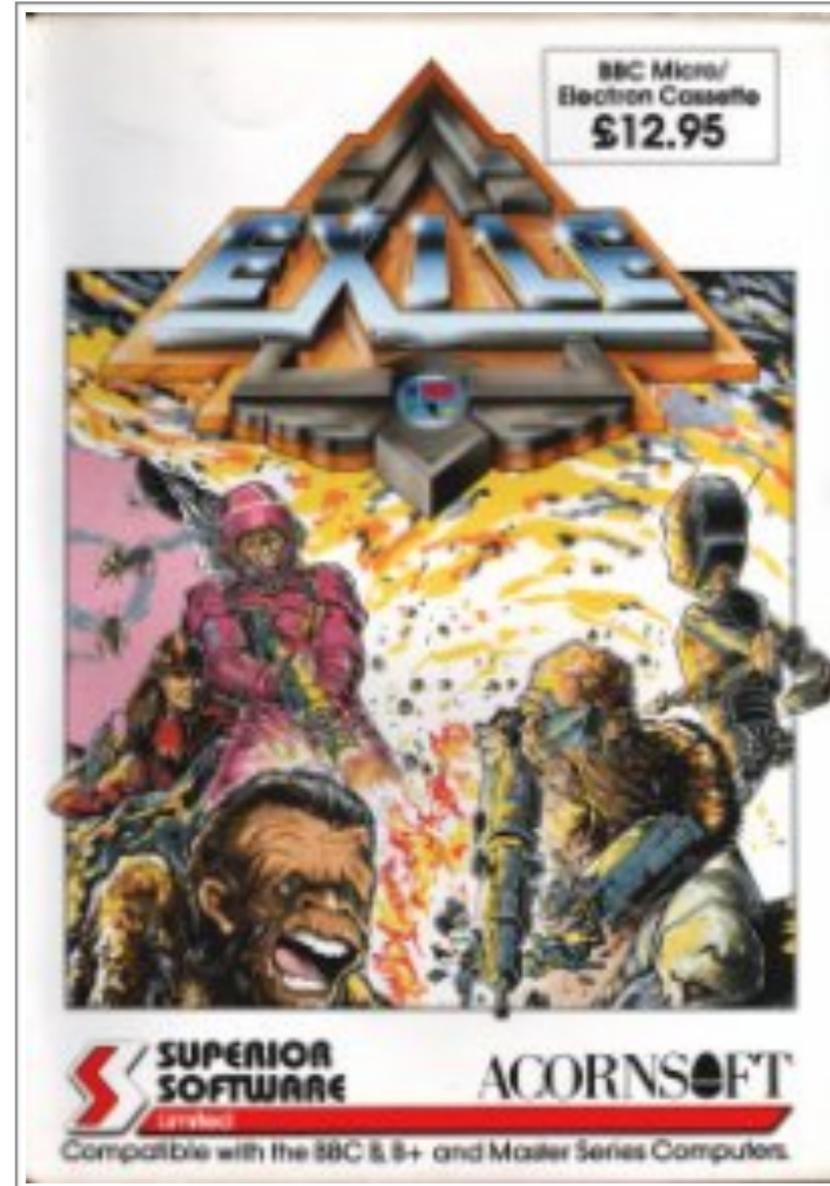
Uncharted 1-4
SCE Bend Studio, 2007

Open World / Sandbox

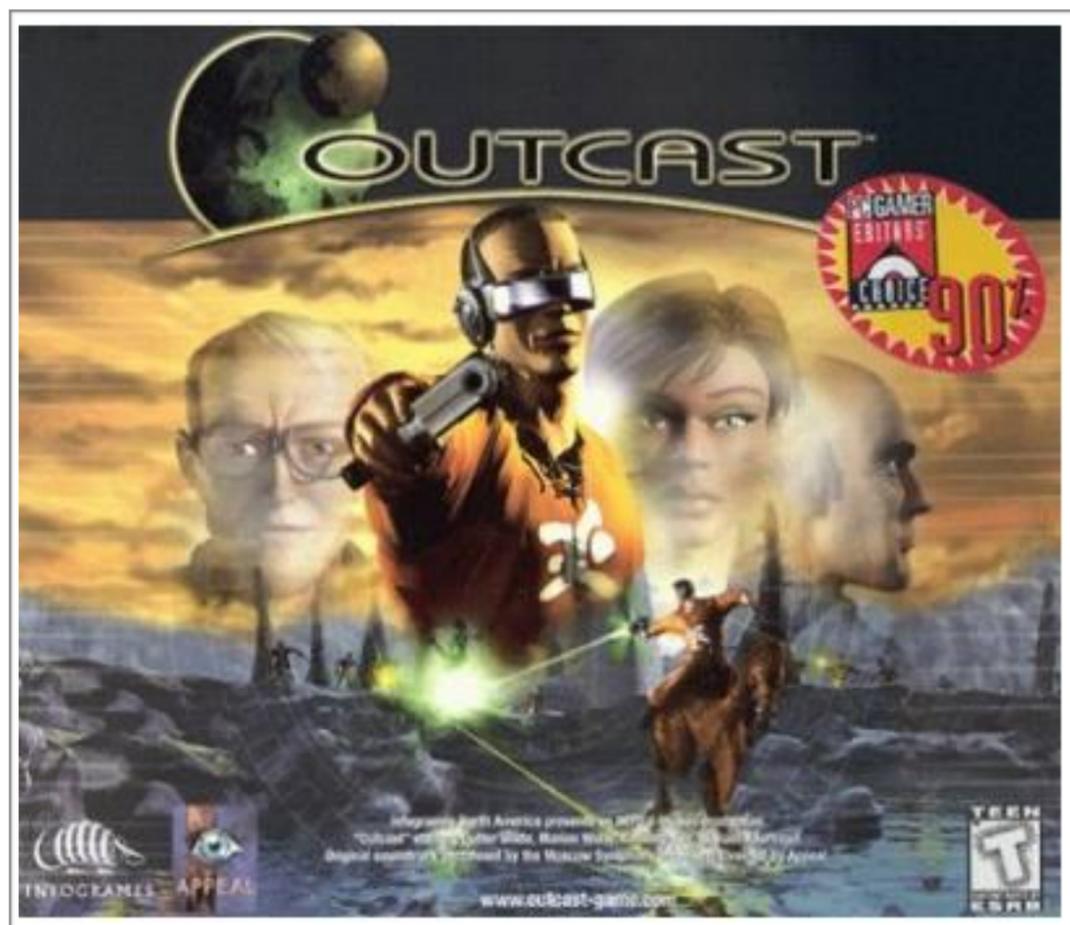


Adventure
Atari 1979



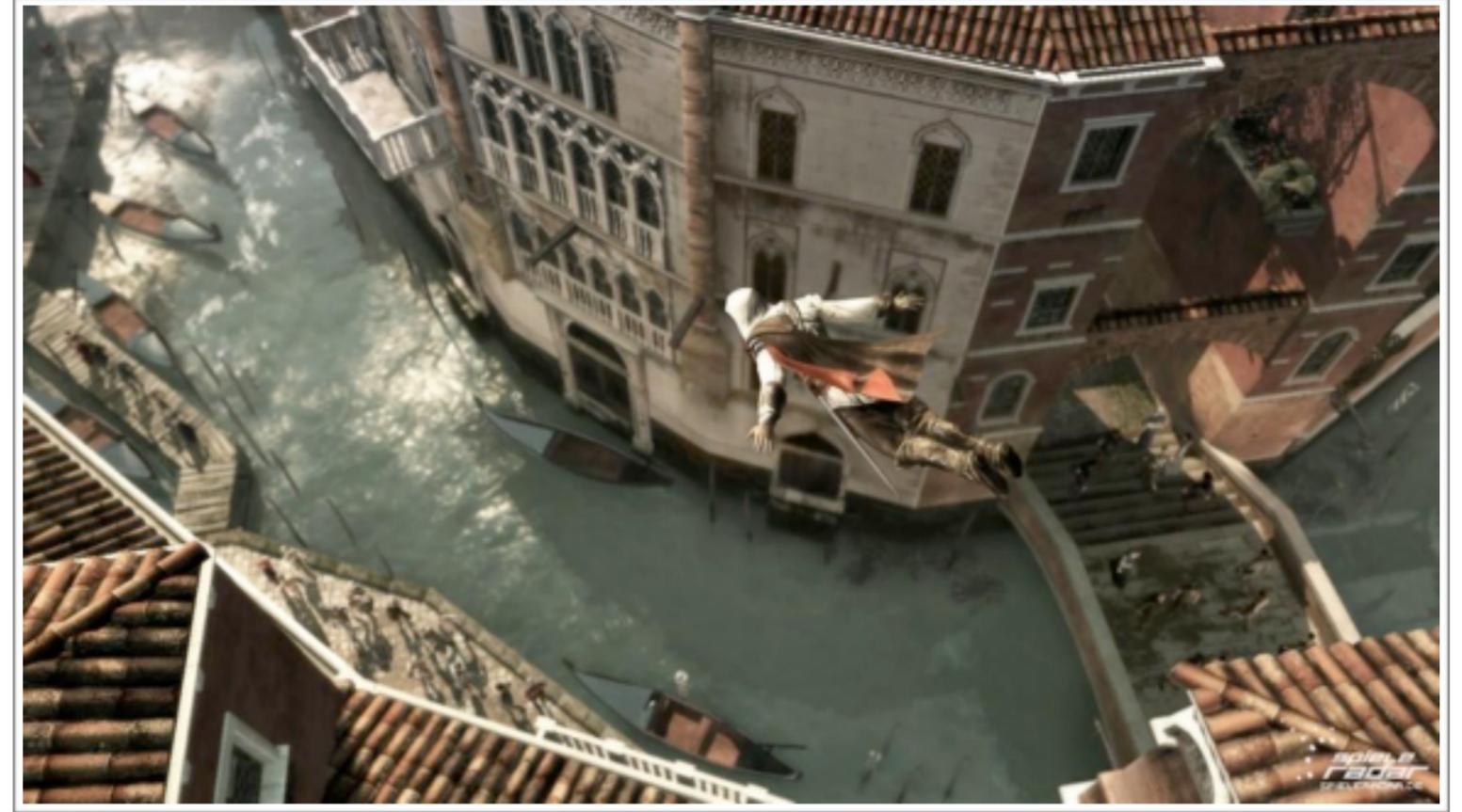


Exile
Acornsoft 1988



Outcast
Infogrames 1999





Assassin's Creed (Serie)
(Ubisoft, 2007-)

Schleichspiele

Metal Gear Solid 1998



Metal Gear Serie



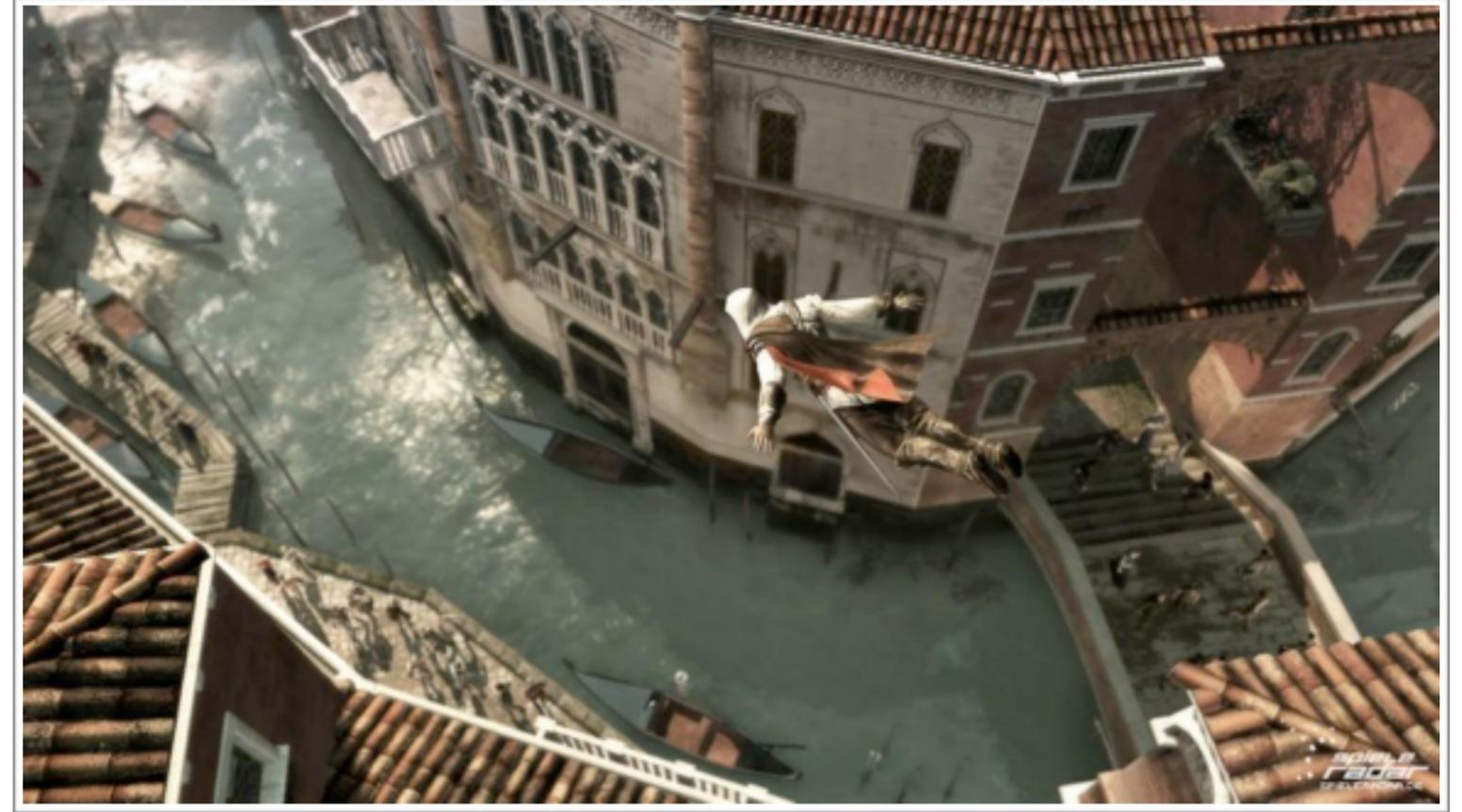
Title	Setting	Protagonist	Director	Platform(s)				Year
				Sony	Microsoft	Nintendo	Other	
<i>Metal Gear Solid 3: Snake Eater (3D)</i>	1964	Naked Snake (Big Boss)	Hideo Kojima	PS2		3DS		2004
<i>Metal Gear Solid: Portable Ops</i>	1970		Masahiro Yamamoto	PSP, PSP Go				2006
<i>Metal Gear Solid: Peace Walker</i>	1974		PSP, PSP Go				2010	
<i>Metal Gear</i>	1995	Solid Snake	Hideo Kojima	PS2	MSX2, PC	NES	Phone	1987
<i>Metal Gear 2: Solid Snake</i>	1999		PS2	MSX2		Phone	1990	
<i>Metal Gear Solid (The Twin Snakes)</i>	2005		Hideo Kojima (Ryuhei Kitamura)	PS, PSN	PC	GCN		1998
<i>Metal Gear Solid 2: Sons of Liberty</i>	Tanker Chapter	2007	Hideo Kojima	PS2	Xbox, PC			2001
	Plant Chapter	2009						
<i>Metal Gear Solid: Rising</i>	TBA	Raiden	Mineshi Kimura	PS3	360, PC			2012
<i>Metal Gear Solid 4: Guns of the Patriots (Touch)</i>	2014	Old Snake (Solid Snake)	Hideo Kojima	PS3			iOS	2008

HITMAN™

Hitman

Eidos Interactive, 2000-2009





Assassin's Creed (Serie)
(Ubisoft, 2007-)

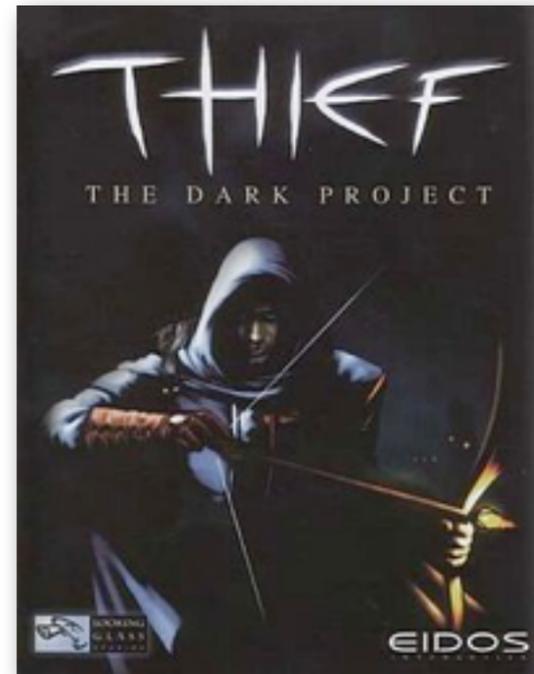


Dishonored
Arkane Studios, 2012

Stealth Game



Tenchu, 1998



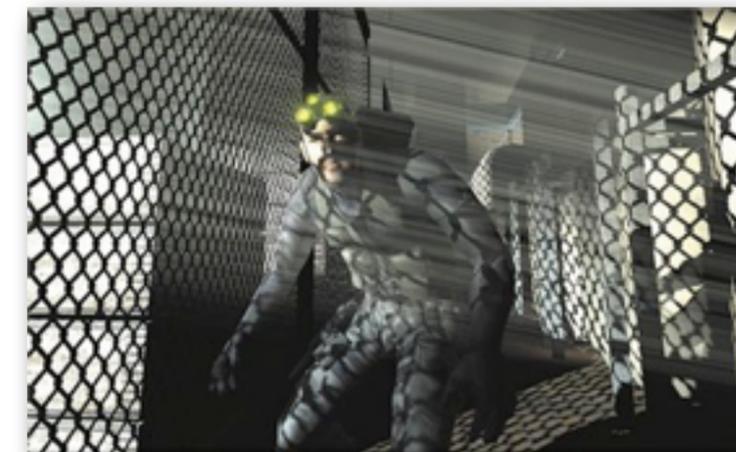
Thief, 1998



Hitman, 2000

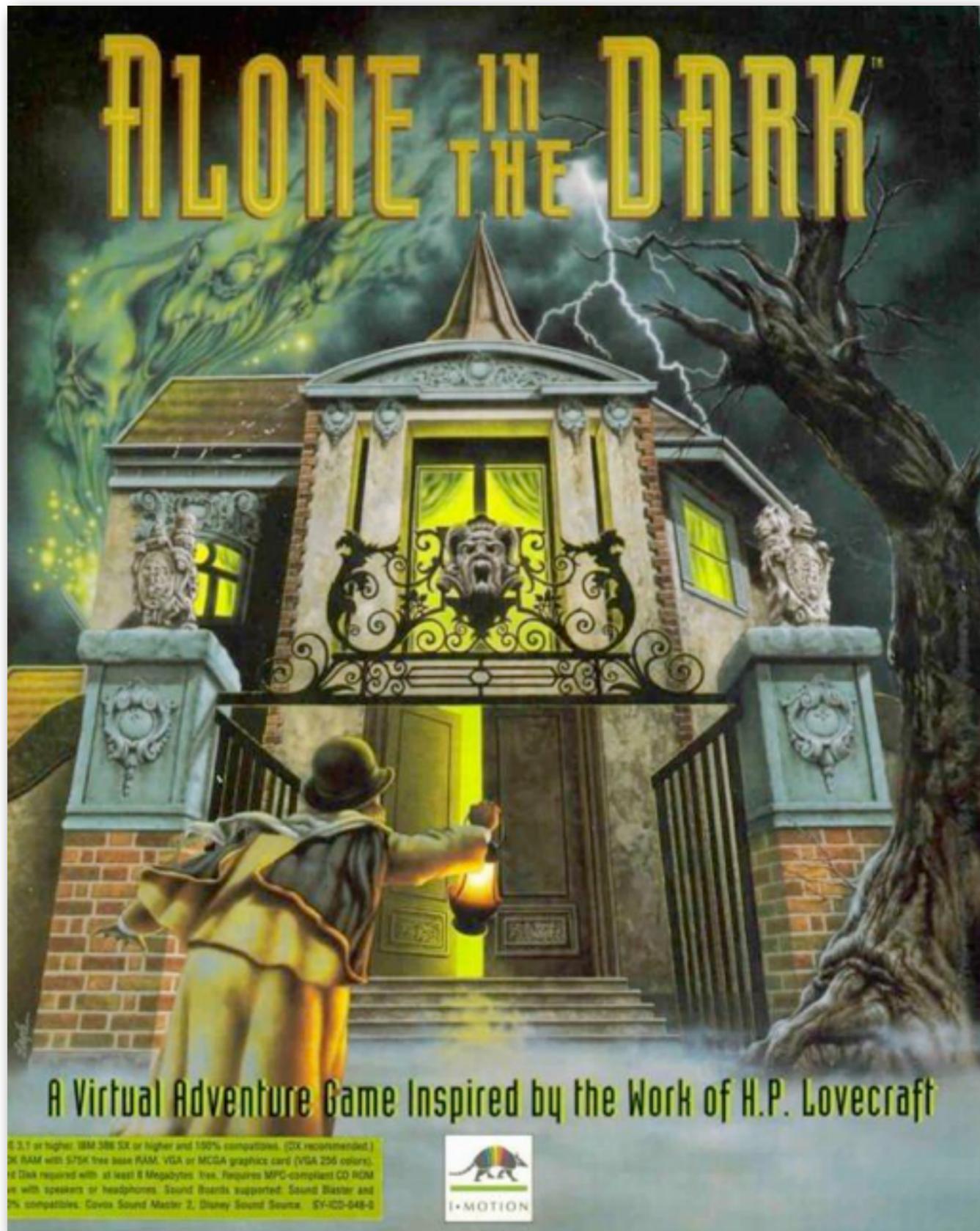


Splinter Cell, 2002



Survival Horror

Alone in the Dark 1-3



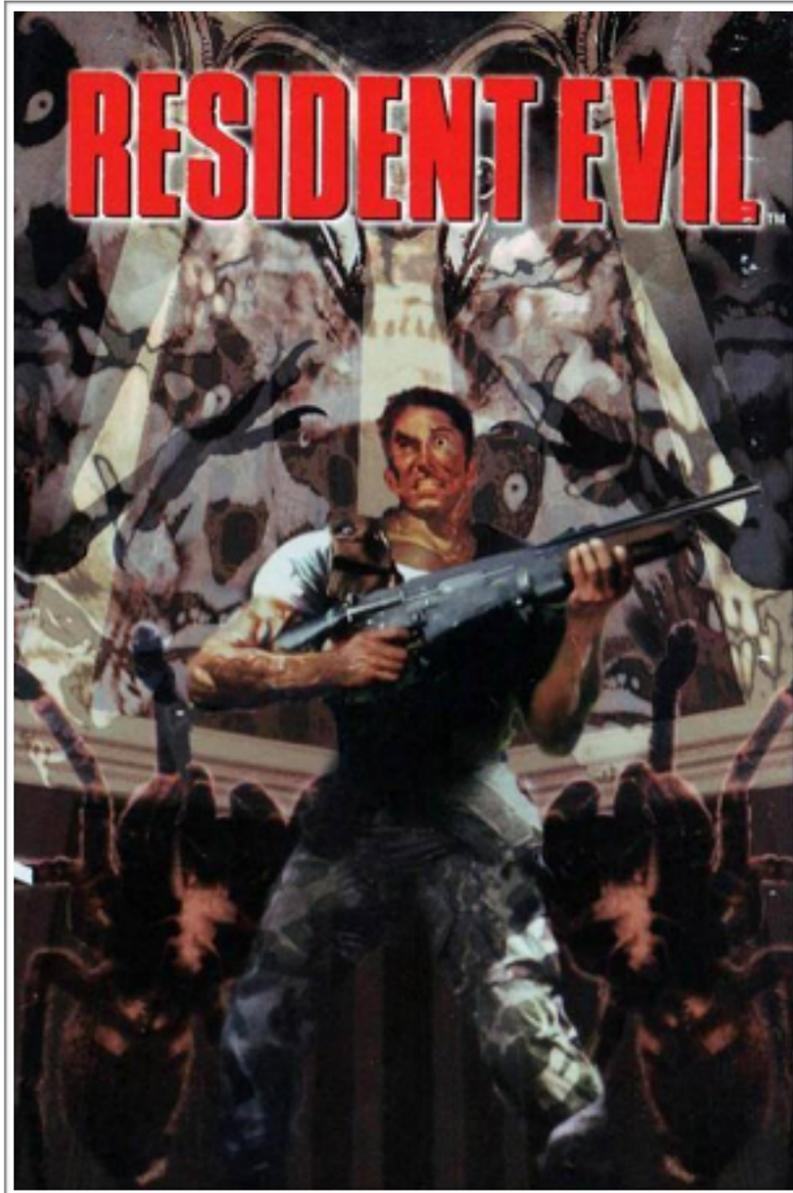
Elvira: Mistress of the Dark

Horrorsoft 1990



Resident Evil

Capcom 1996

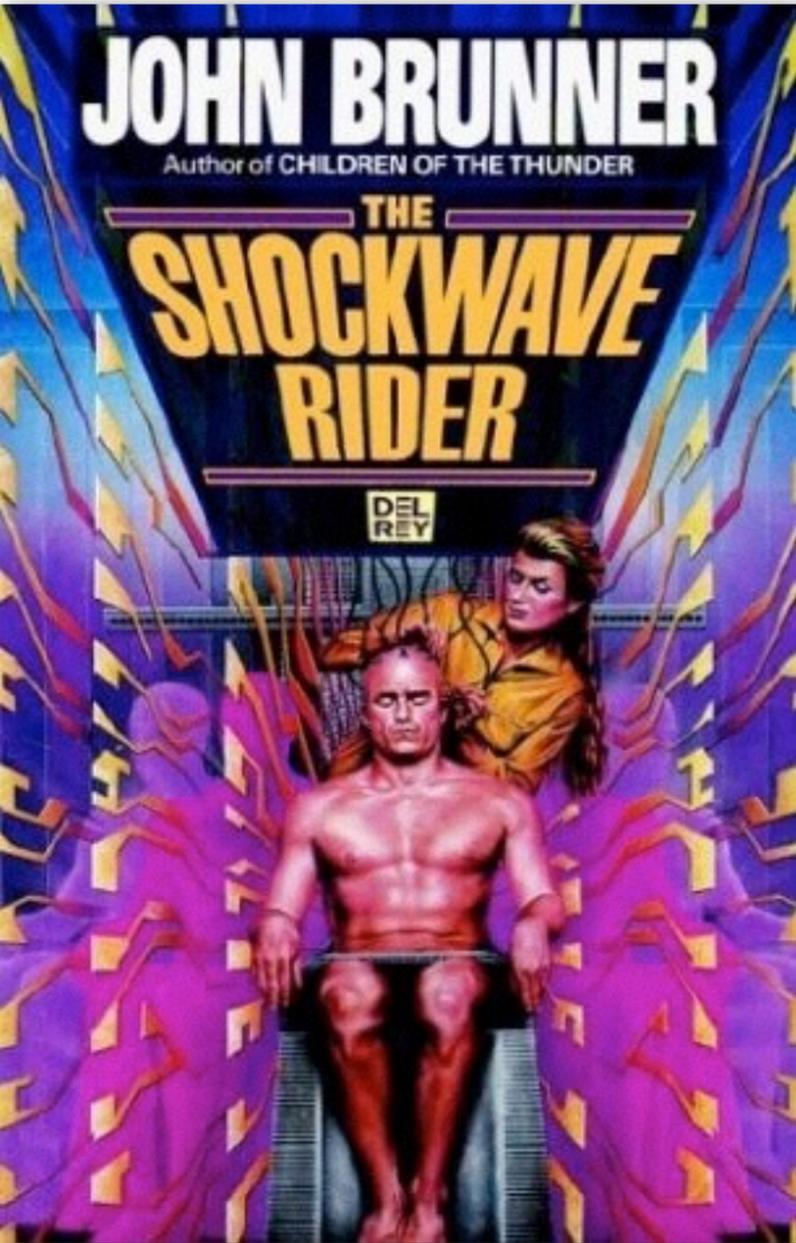


Everything and then some

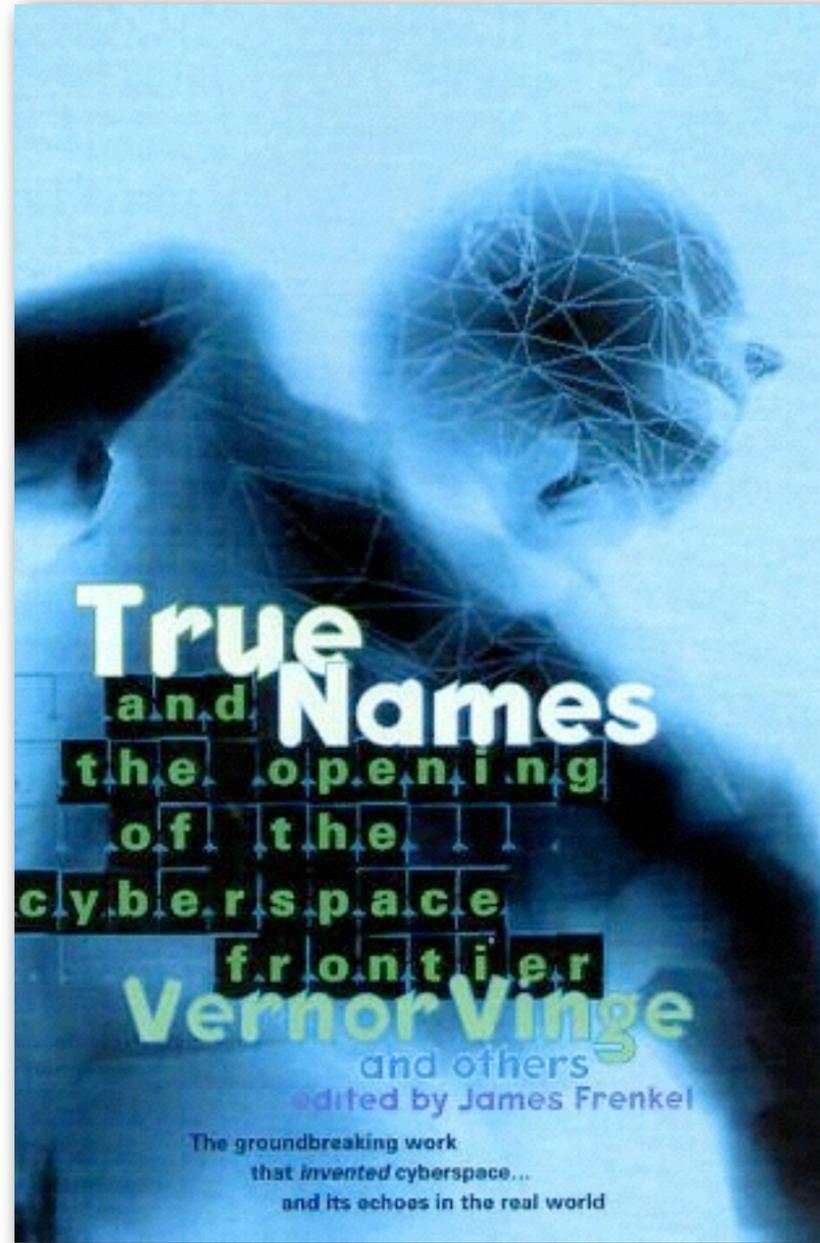
Deus Ex, 2000



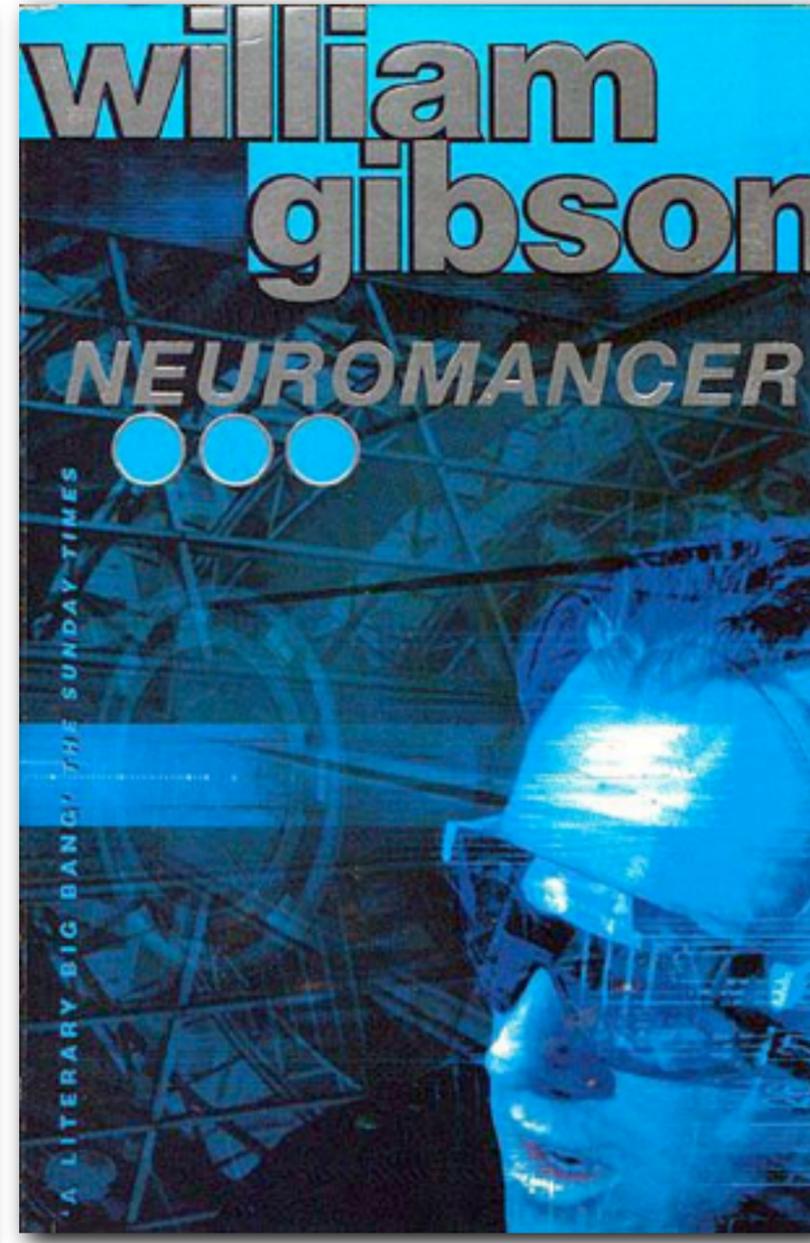
Cyberpunk-Literatur



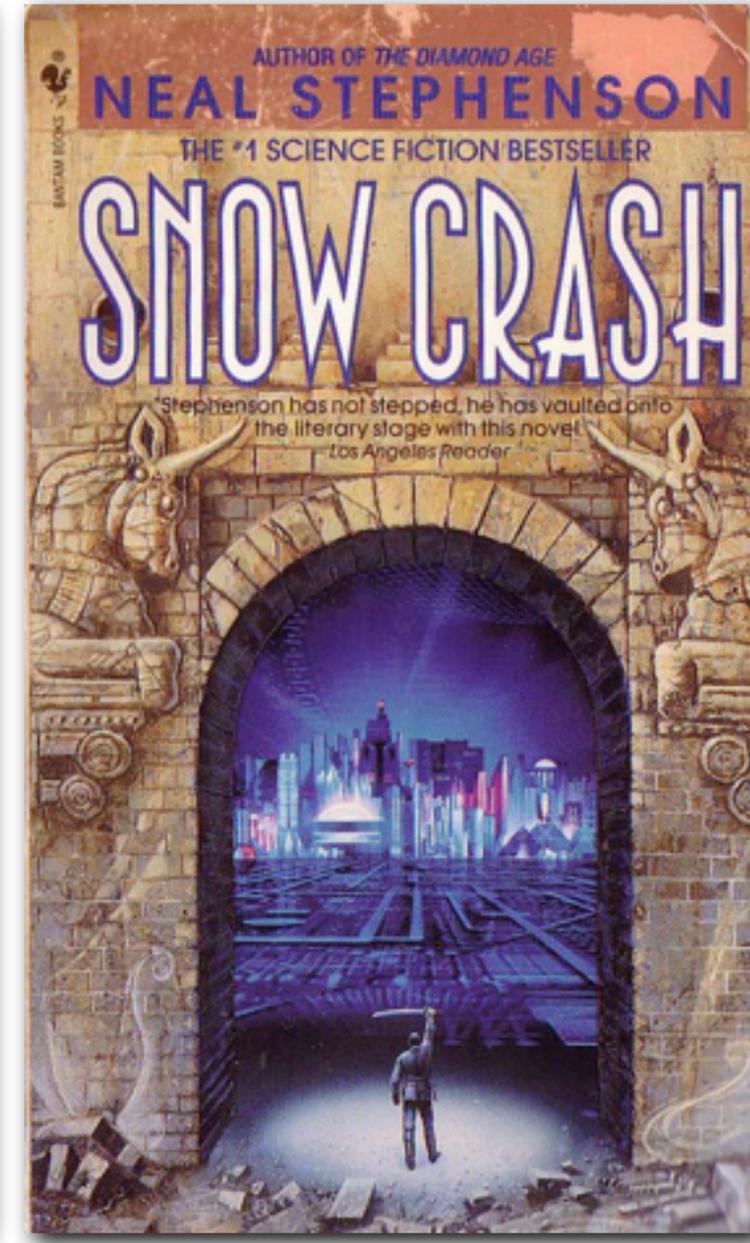
1976



1981



1984



1992

Cyberpunk-Filme

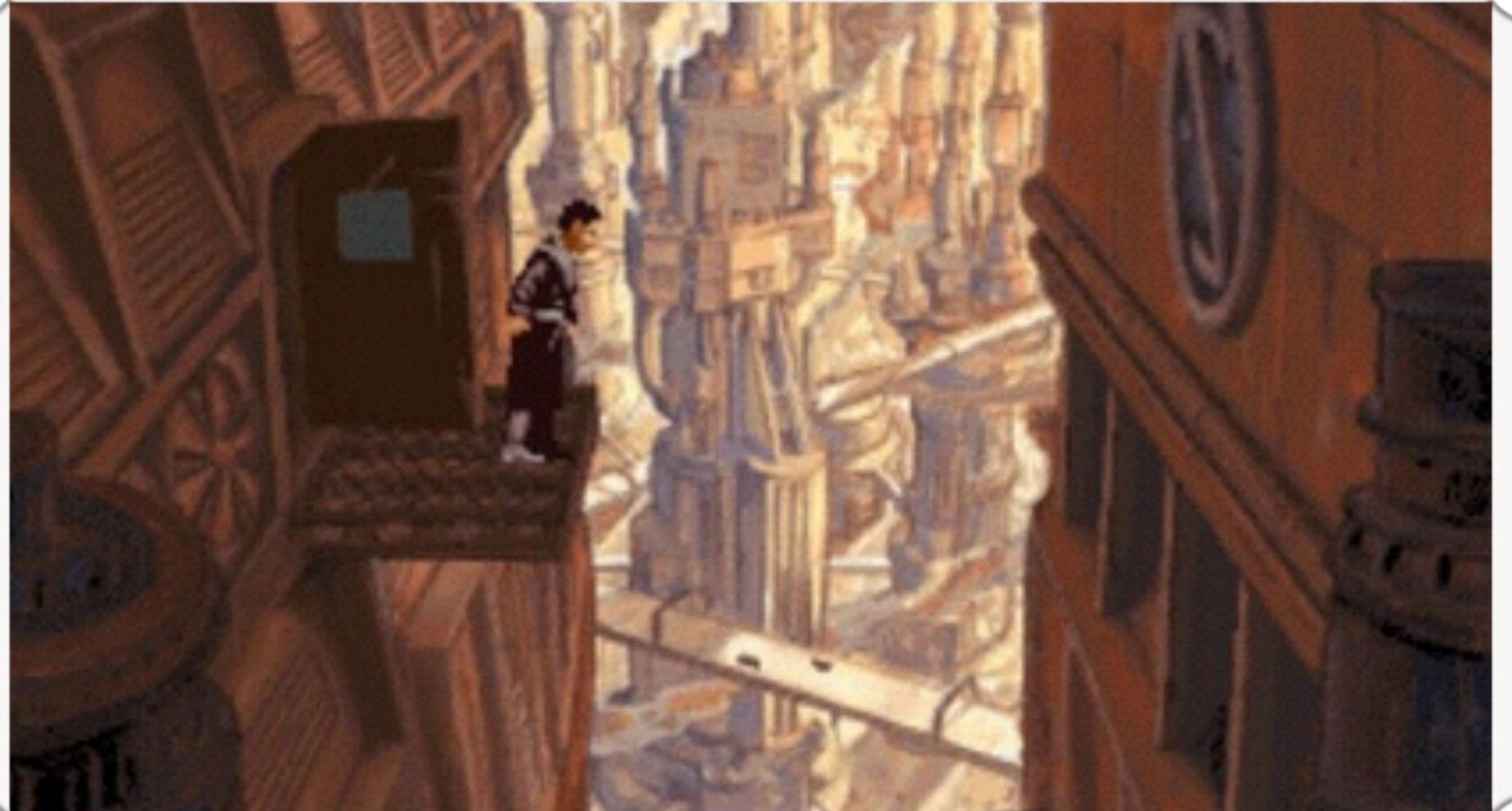
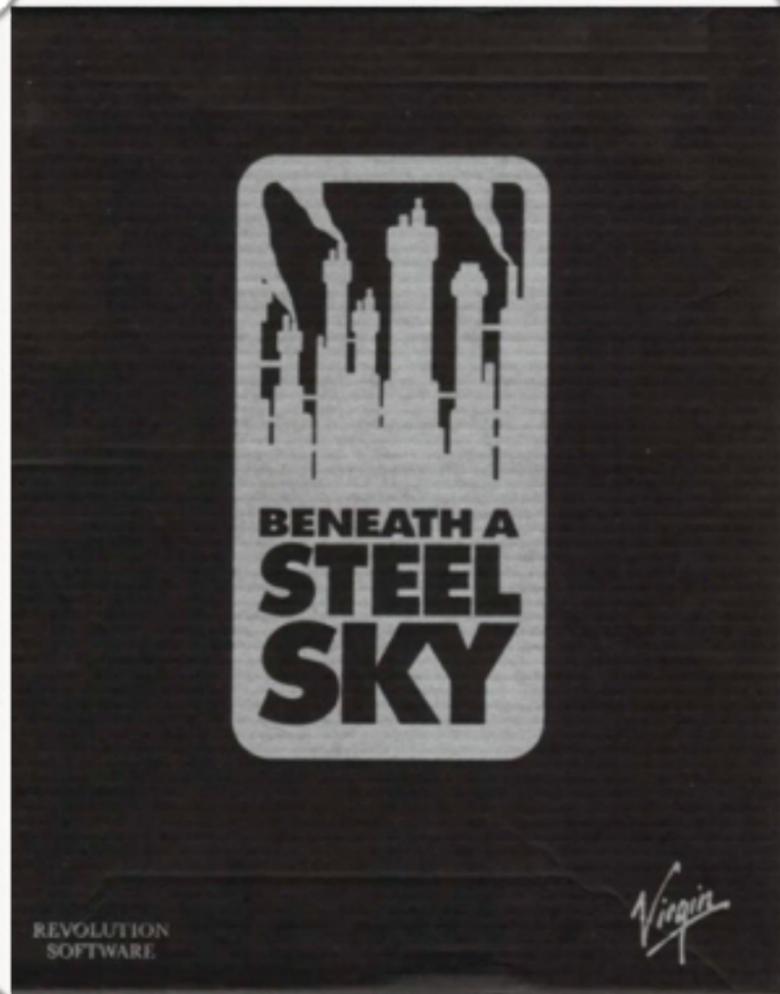


Blade Runner 1982



The Matrix 1999

Beneath a Steel Sky, 1994



Spielemente

Deus Ex kombiniert Action-Elemente eines Ego-Shooters mit der Charakterentwicklung eines Rollenspiels und der Geschichte eines Adventures. Spieltechnisch ist Deus Ex vor allem für die enorme Handlungsfreiheit des Spielers bekannt. Für fast jedes Problem im Spiel gibt es mehrere Lösungsmöglichkeiten, jedoch hat jede Handlungsweise Konsequenzen im weiteren Spielverlauf. Werden alle gebotenen Möglichkeiten ausgenutzt, ist es möglich, das Spiel nahezu durchgängig ohne die Abgabe eines einzigen Schusses oder das (aktive) Töten eines Gegners durchzuspielen.- werden dagegen gewalttätige Lösungen bevorzugt, steht ein großes Waffenarsenal zur Verfügung.

http://de.wikipedia.org/wiki/Deus_Ex

First-/Third-Person Shooter



First-Person-Sicht

Waffen

HUD

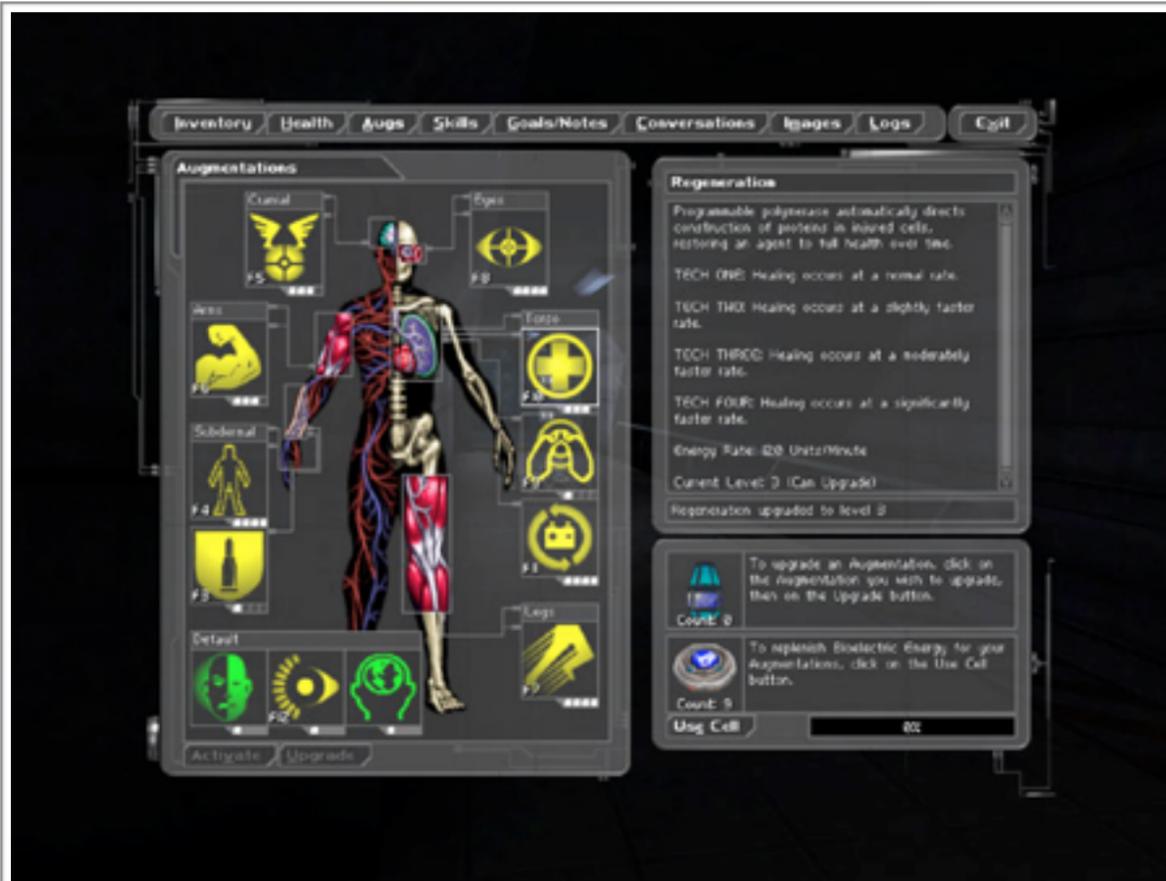
Rollenspiel

Skills / Augmentations

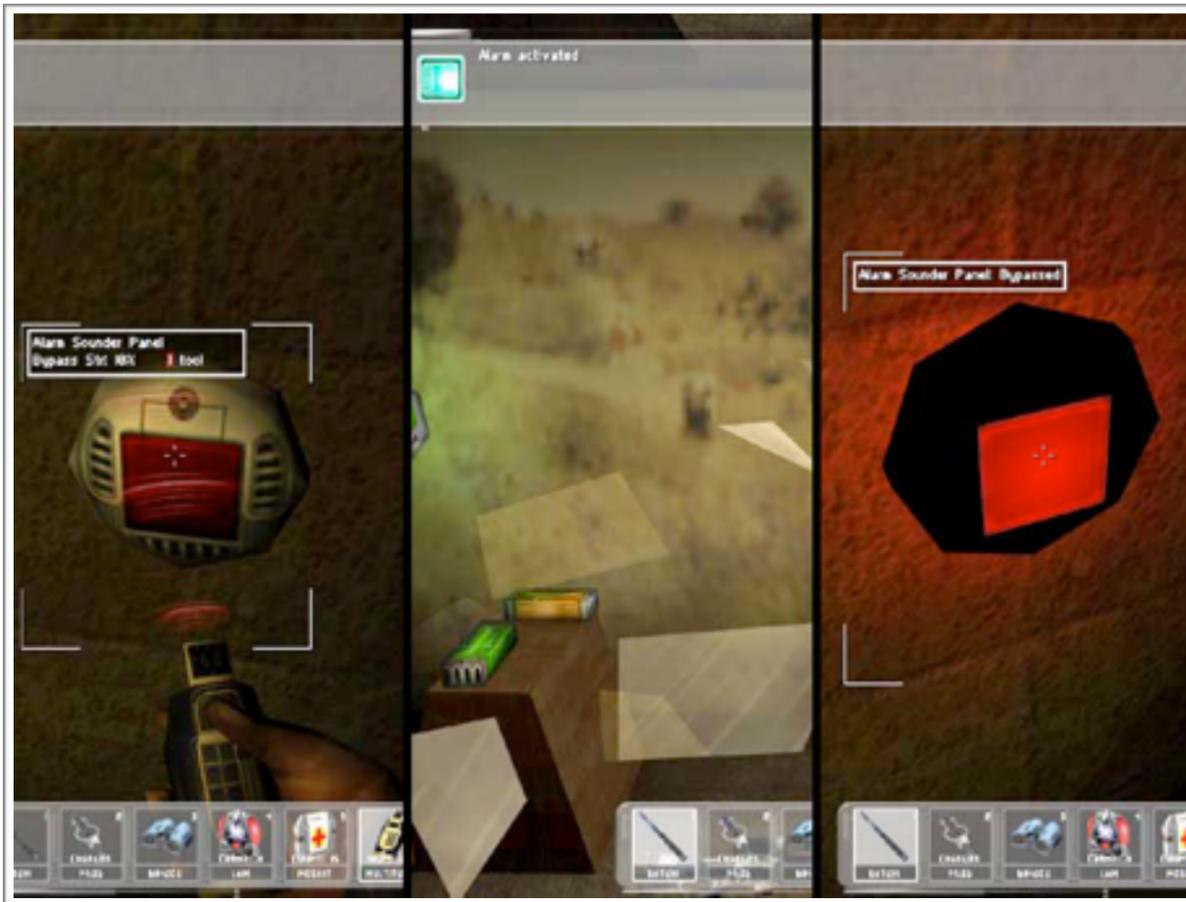
Inventar

Experience Points / Skill Points

Quests



Adventure



Rätsel

Dialoge

Alternative Enden