

KLASSIKER DER SPIELEGESCHICHTE

SHOOTER

21. APRIL 2016

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

Übung 1

Analysieren Sie die folgenden Spiele in Bezug auf **Spielelemente**:

Was ist das Ziel des Spiels? Gibt es Unterziele (Punkte, Items, Combos etc.?)

Welche Handlungen sind für das Erreichen des Spielziels zentral?

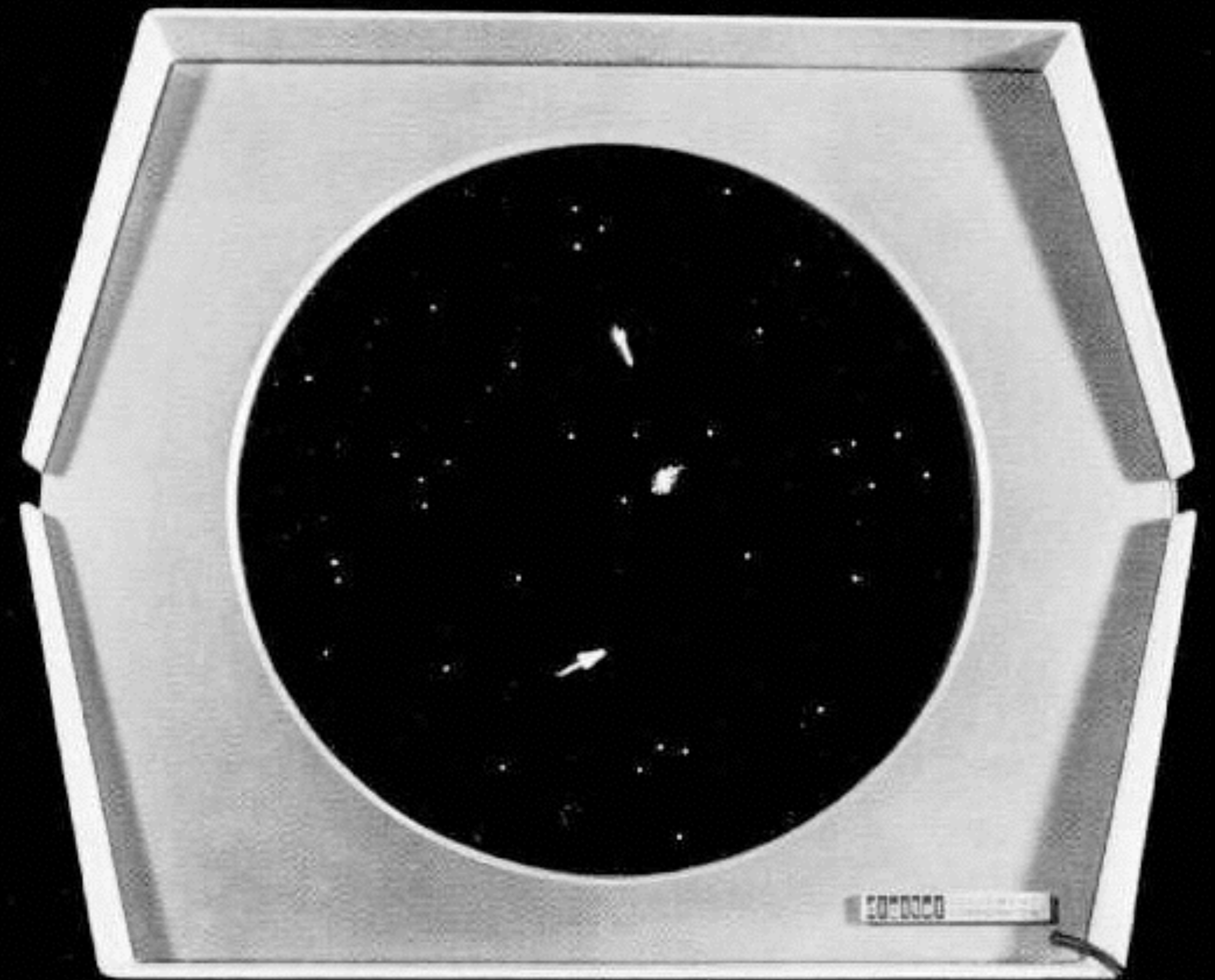
Welche Hindernisse stehen dem Erreichen des Ziels entgegen?

Welche Unterstützung bekommen Sie?

Spacewar!



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

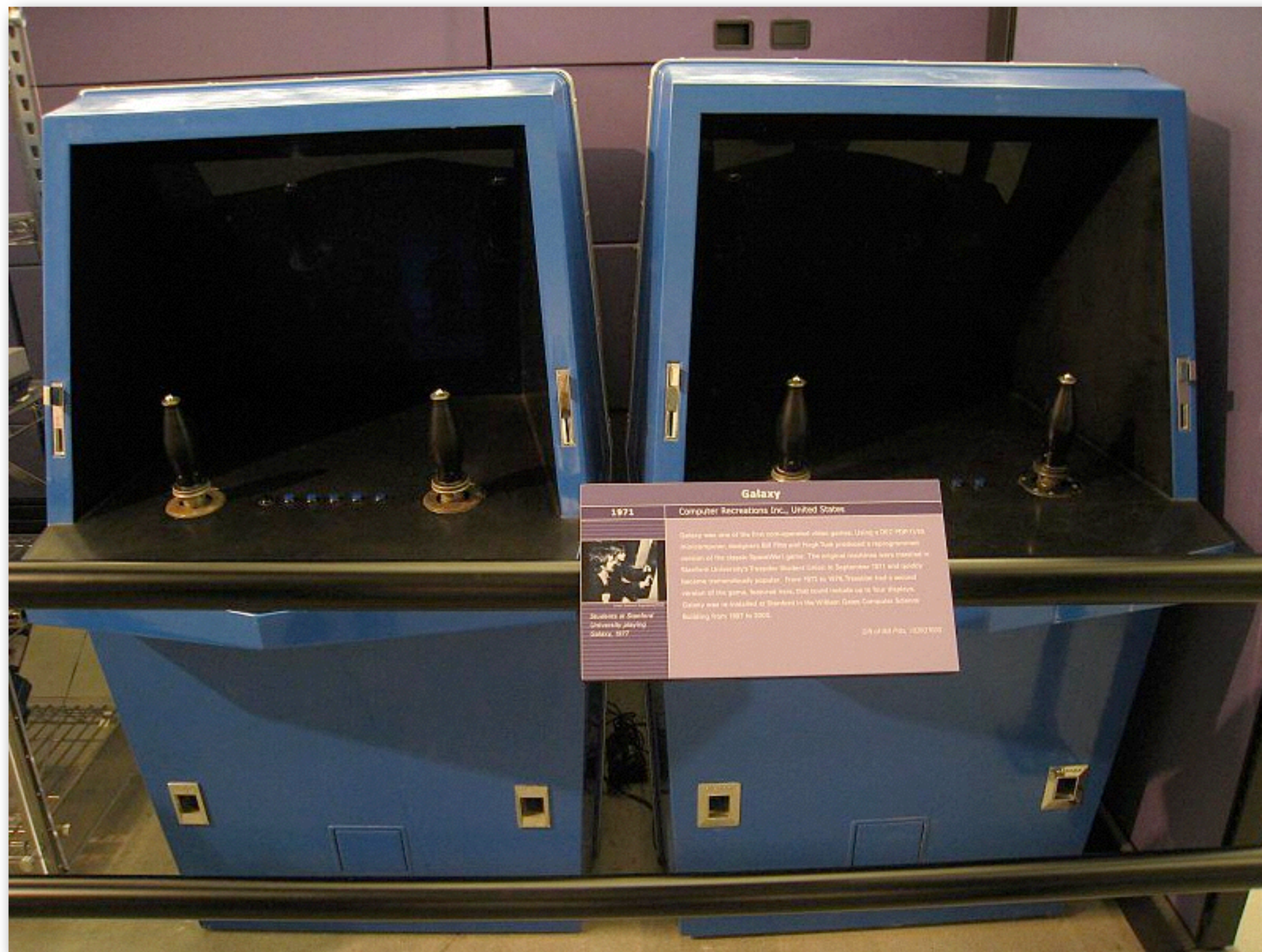


Steve Russel & Freunde vom »Tech
Model Railroad Club«

Spacewar!, 1961

Galaxy Game 1971

Bill Pitts, Hugh Tuck



Galaxy
1971 Computer Recreations Inc., United States

Galaxy was one of the first coin-operated video games. Using a DEC PDP-11/15 microcomputer, designers Bill Pitts and Hugh Tuck produced a reprogrammable version of the classic SpaceWar! game. The original machines were installed in Stanford University's Tinker Student Union in September 1971 and quickly became tremendously popular. From 1971 to 1974, Tuck and Pitts had a second version of the game, known as Galaxy, that could include up to four players. Galaxy was installed at Stanford in the Wilson Open Computer Science Building from 1977 to 2005.

© 1971 DEC PDP-11/15



Students at Stanford University playing Galaxy, 1971

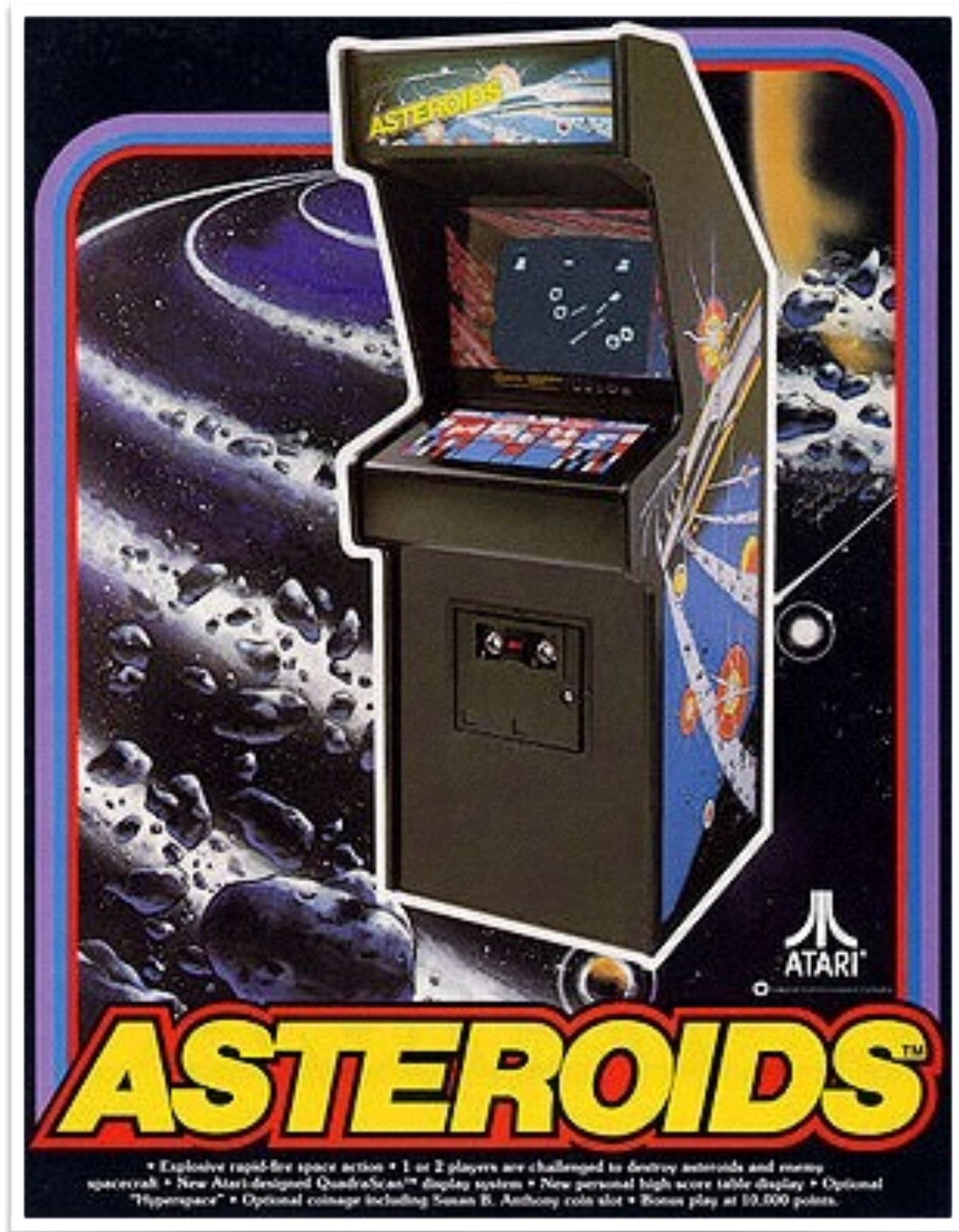
Computer Space

<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

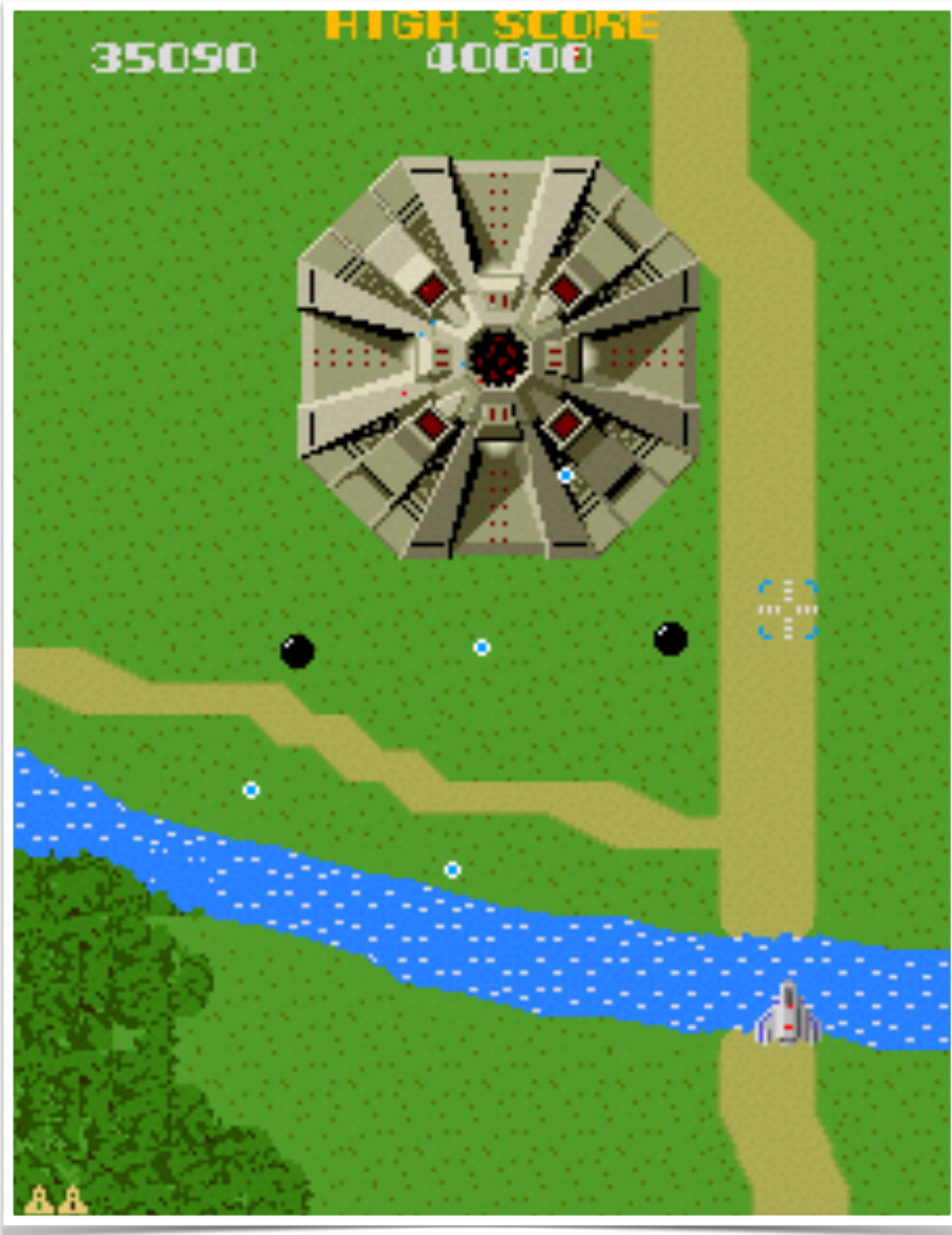
Sidescroller



Scramble 1981

Level Design
Environmental Storytelling
Landscape Narrative

Vertical Scroller



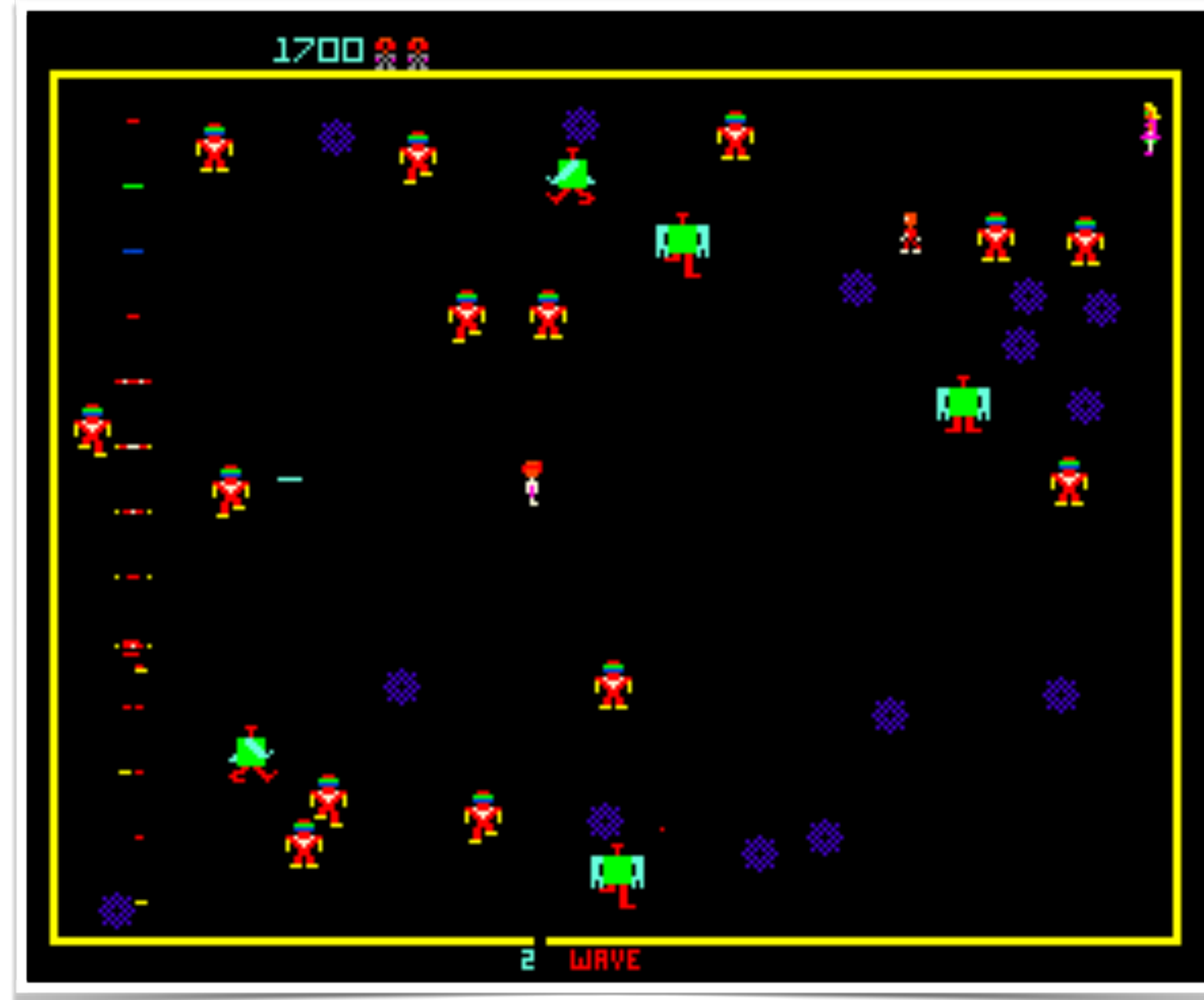
Xevious 1982

Multidirectional

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



Time Pilot, 1982



Robotron 1982

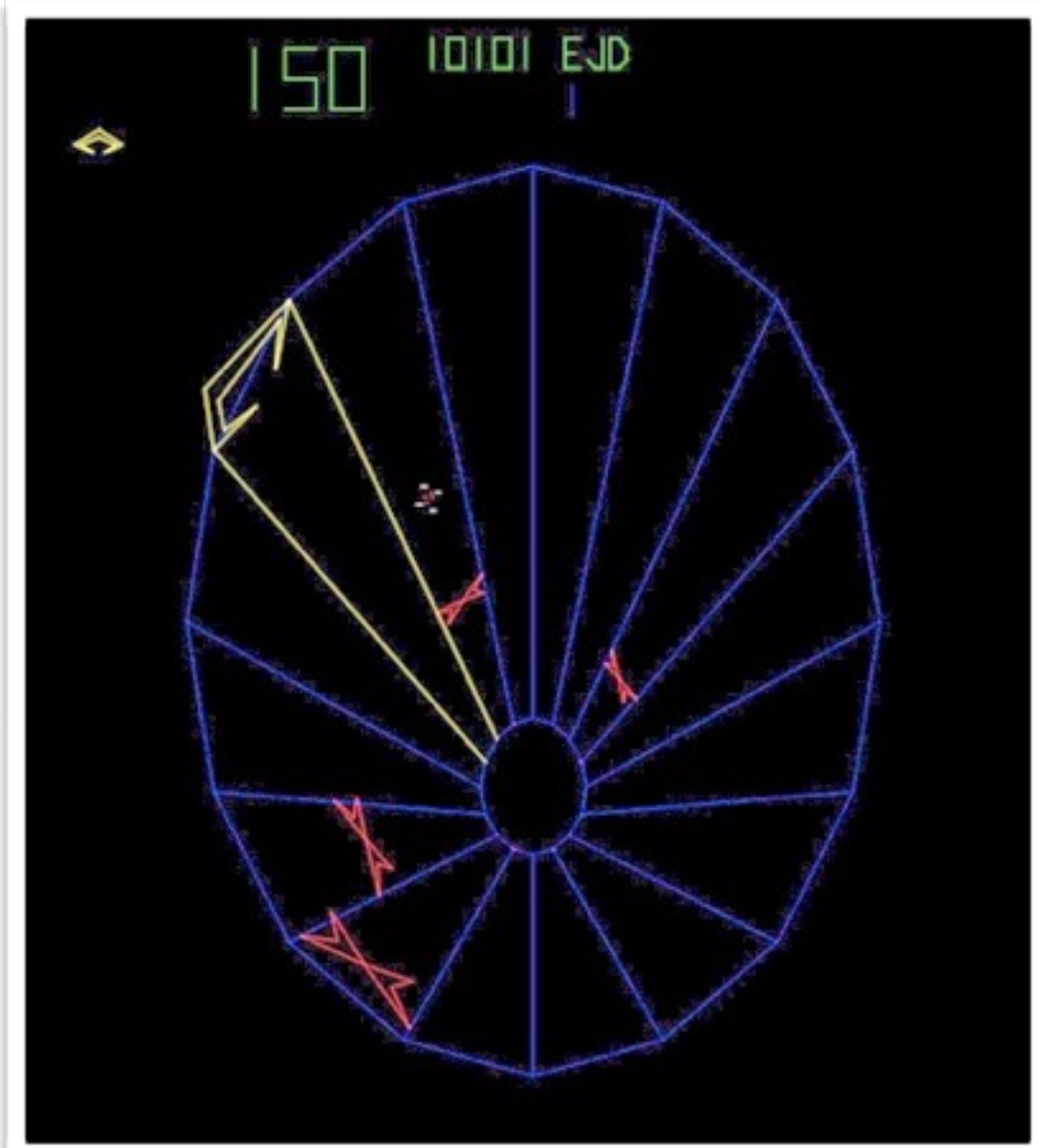


Railshooter

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

Buck Rogers. Planet of Zoom, 1982

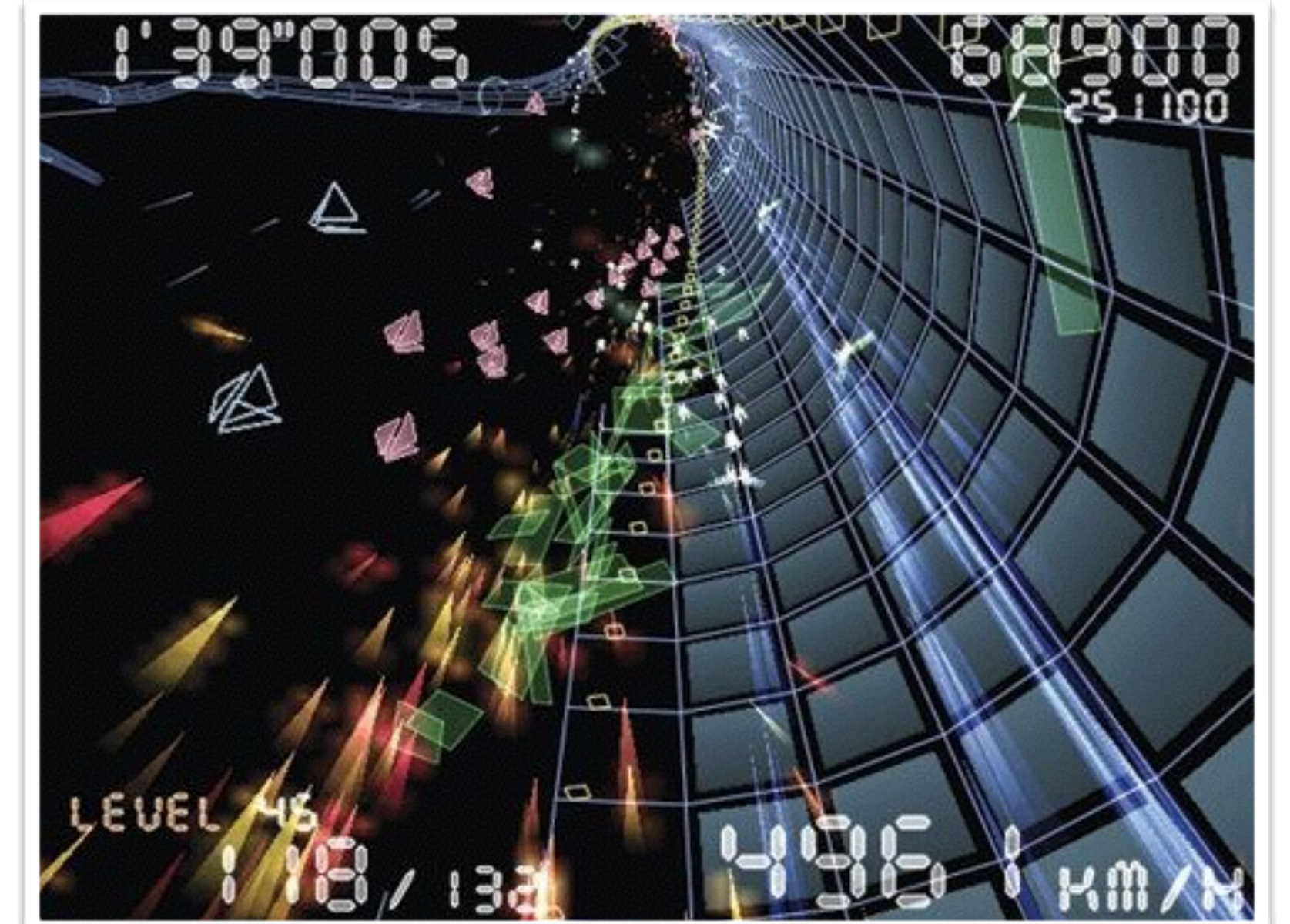
Tube Shooter



Tempest 1980



Gyruss

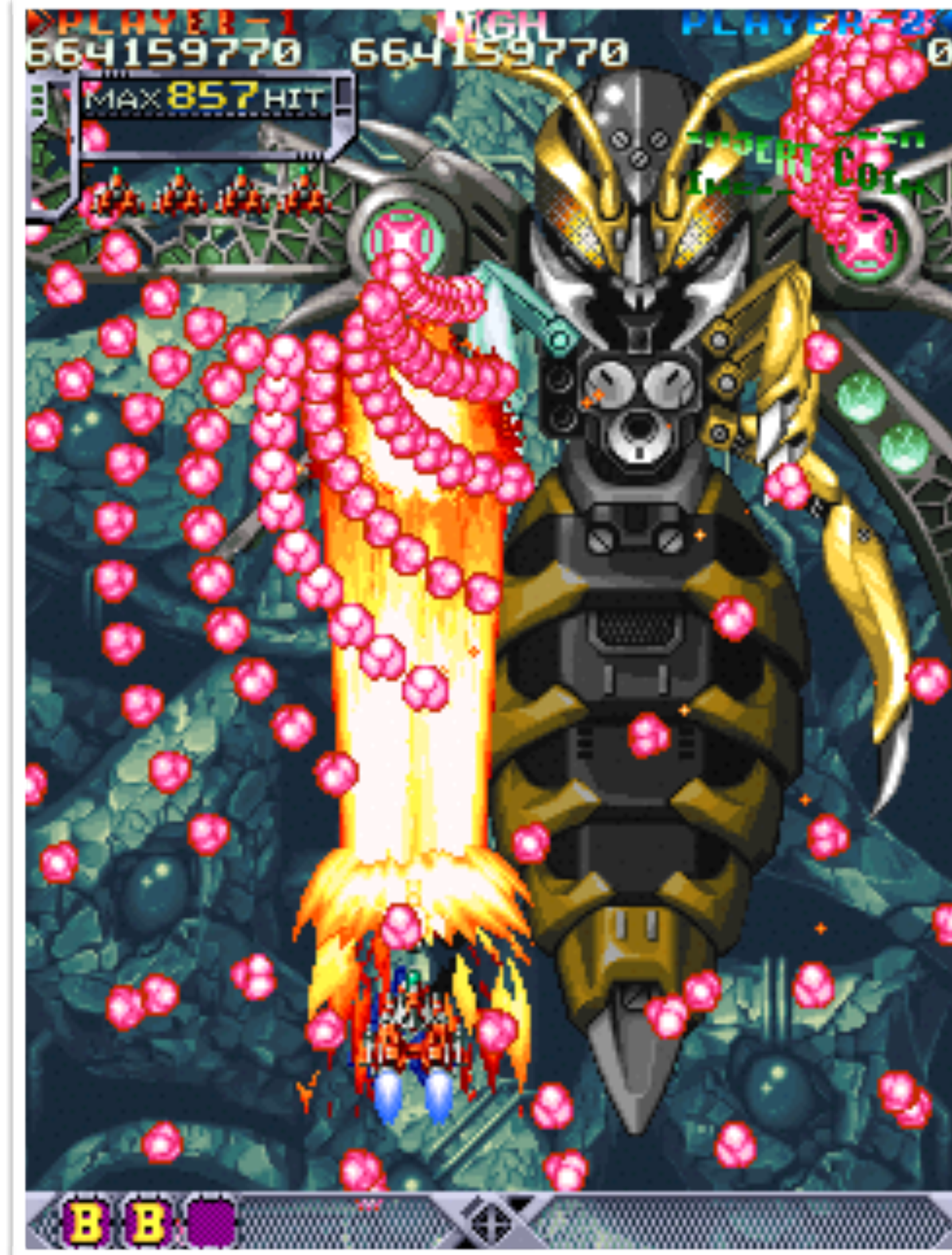


Torus Trooper

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 5 variations for creating your own home shooting gallery. **\$24⁹⁵**



SHOOTOUT **SHOOTING GALLERY** **PREHISTORIC SAFARI** **DOGFIGHT**

Sega



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



Duck Hunt 1985



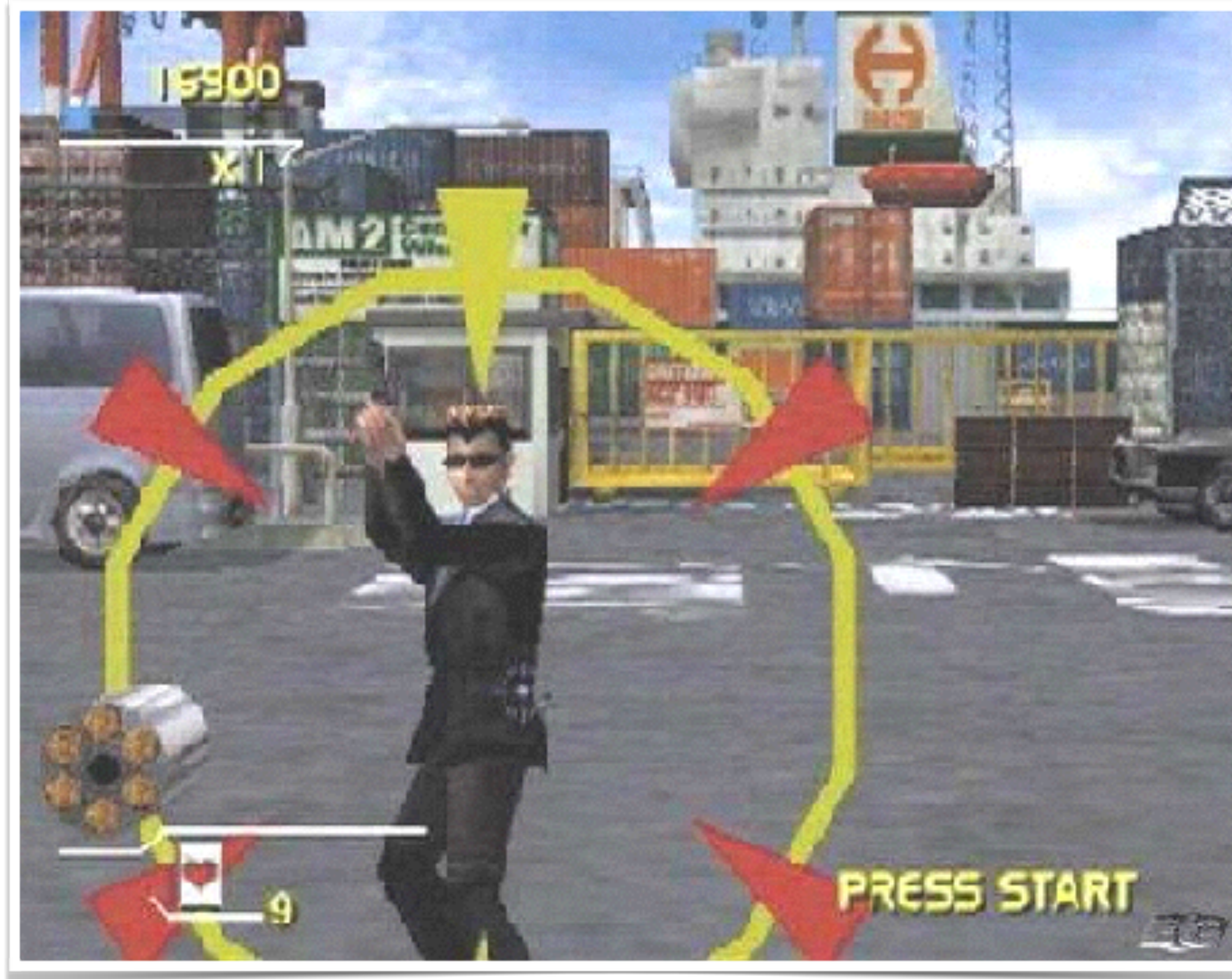
Mad Dog McKree (1990/91)

American LaserGames

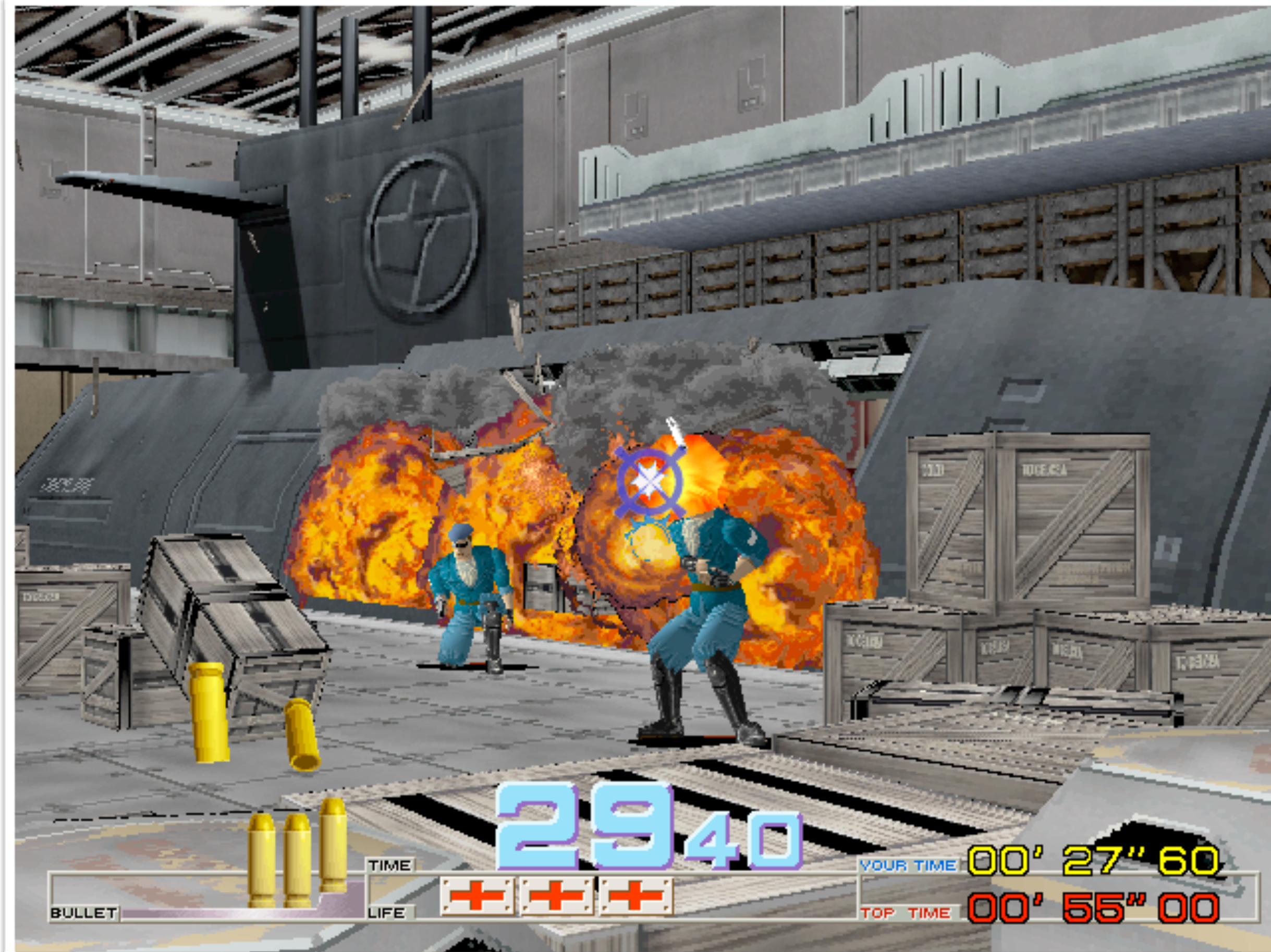


Virtua Cop (1994)

Erster Polygon-basierter Lightgun-Shooter



Time Crisis (1996)



namco

TIME CRISIS™

DE LUXE

- Action Pedal
- System Super 22 graphics
- Time attack mode
- 50" monitor

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

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

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The House Of The Dead (1996)



Cabal Shooter



Cabal 1988



Moohrhuhn 1999

Third Person Shooter

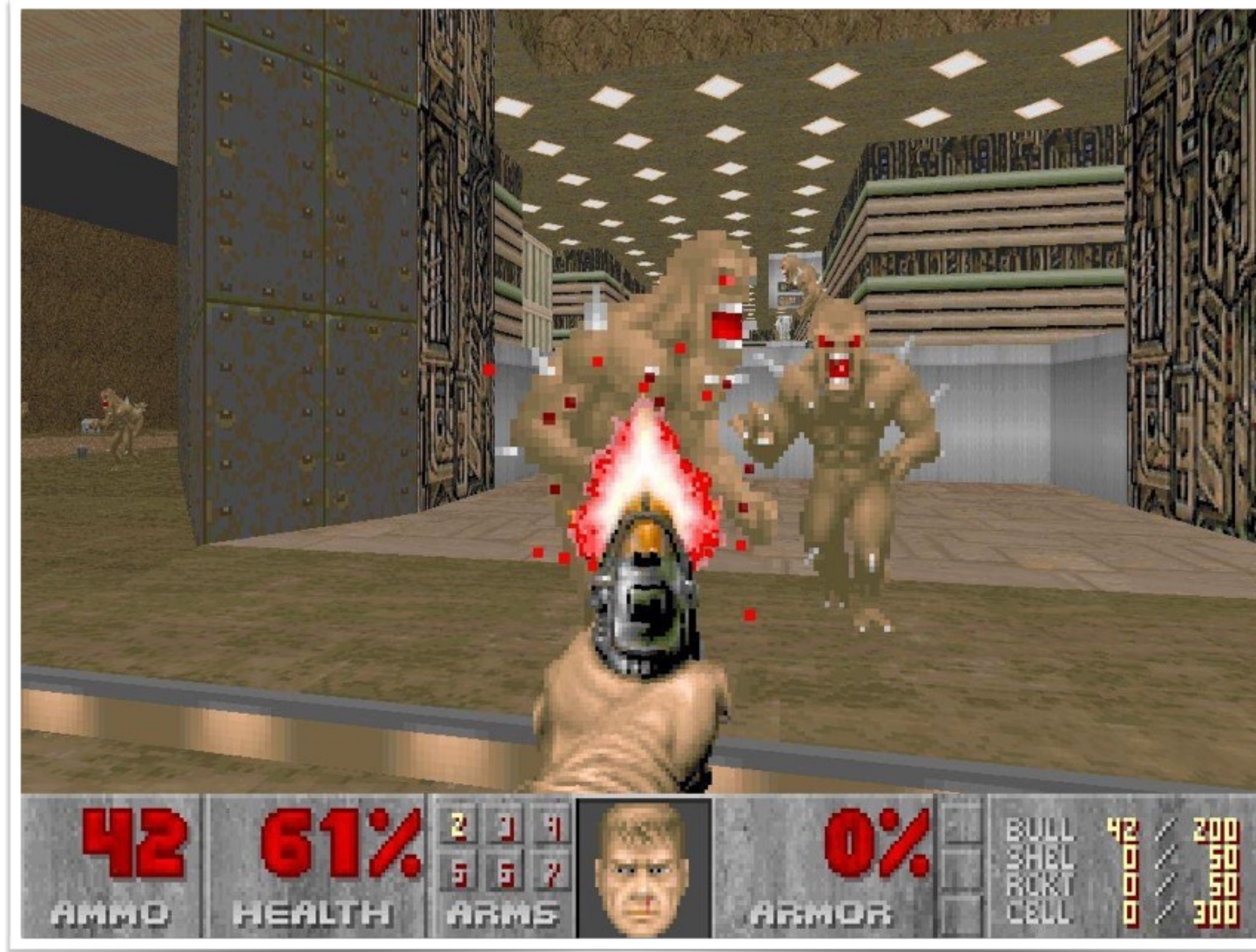
http://en.wikipedia.org/wiki/Third-person_shooter

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



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

Doom 1993

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