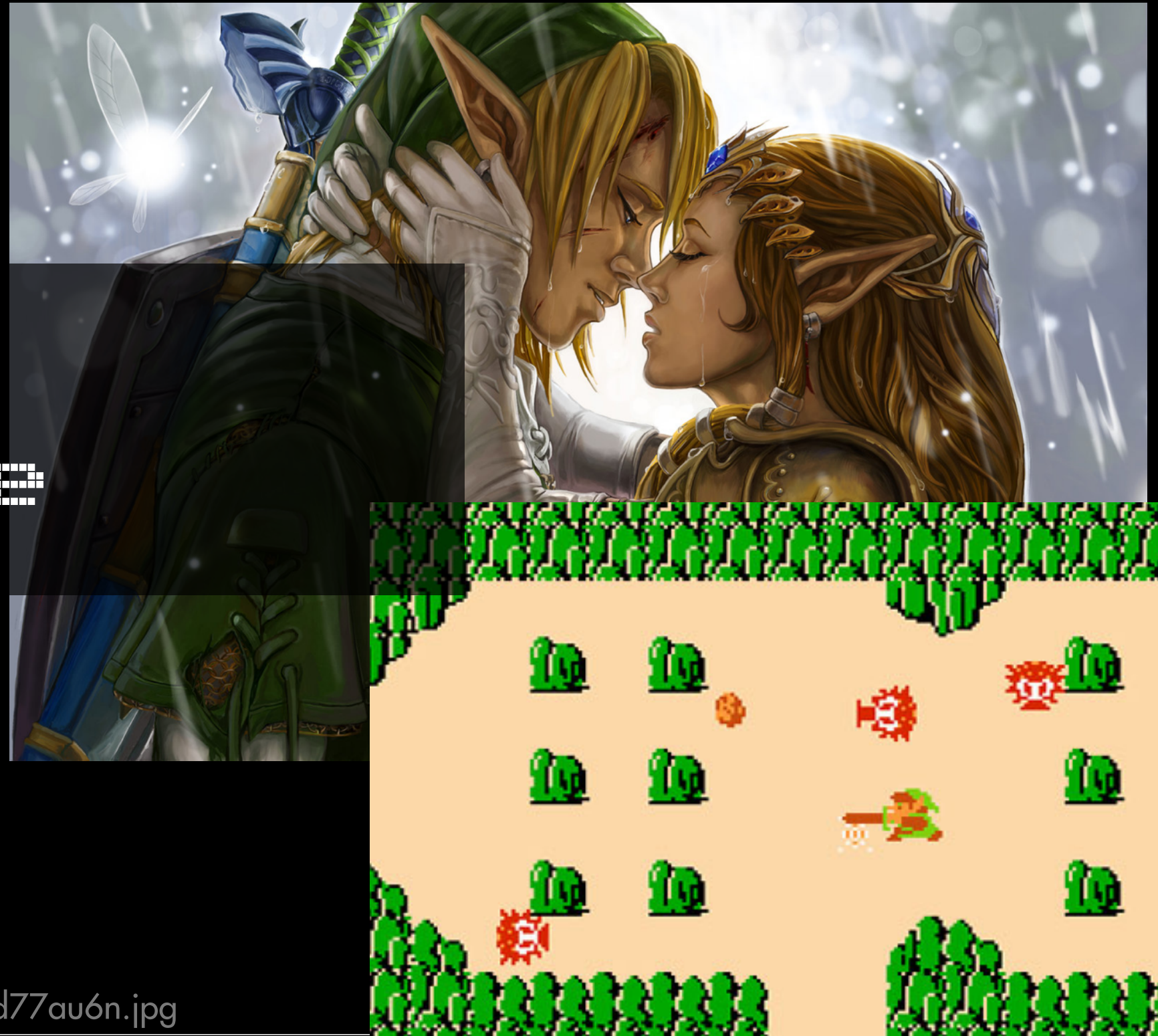


Klassiker der Spielegeschichte

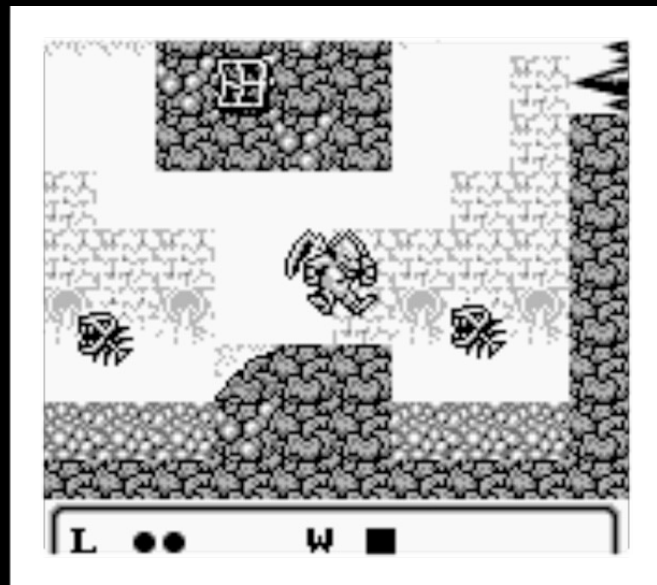
Action-Adventures
16. Juni 2016

[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](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

Plattform-Adventure



Gargoyle's Quest

First Person



System Shock

Third Person



Tomb Raider

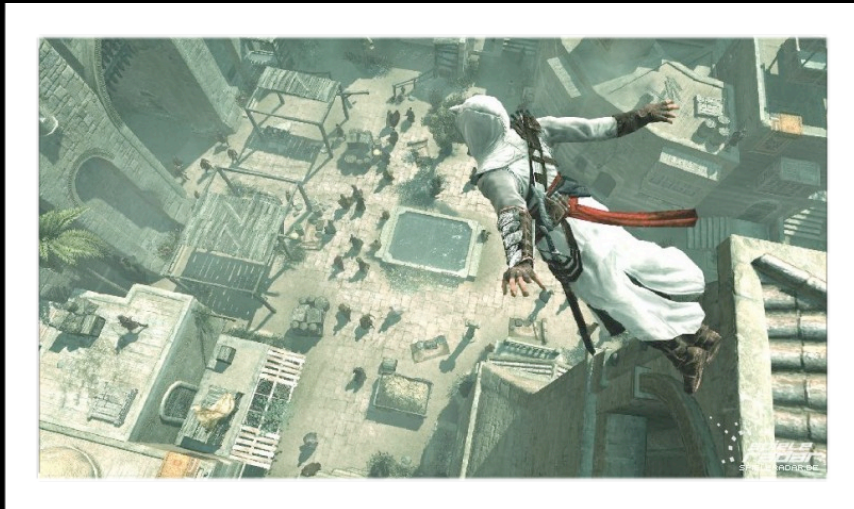
Isometrisch



Little Big Adventure

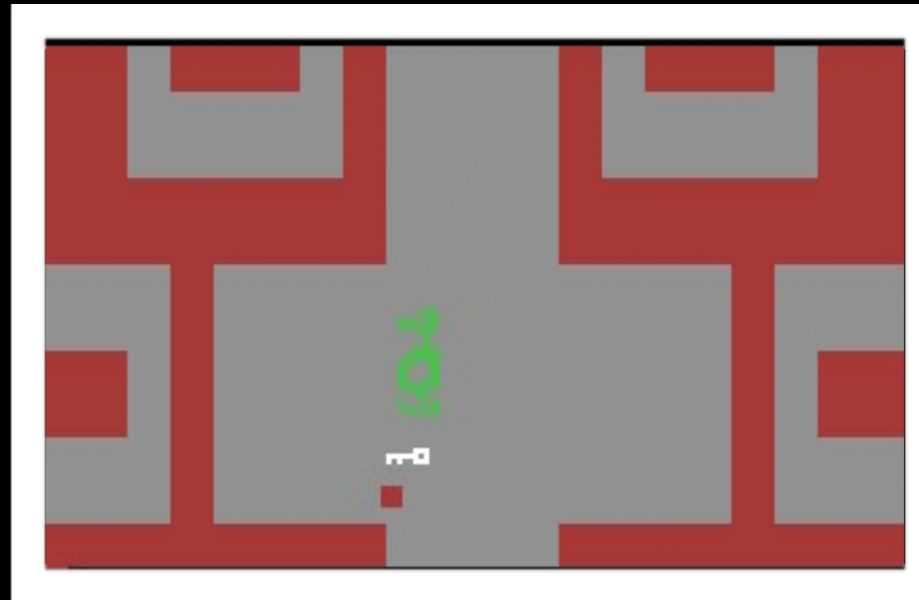
Subgenres

Schleichspiele



Assassin's Creed

Open World

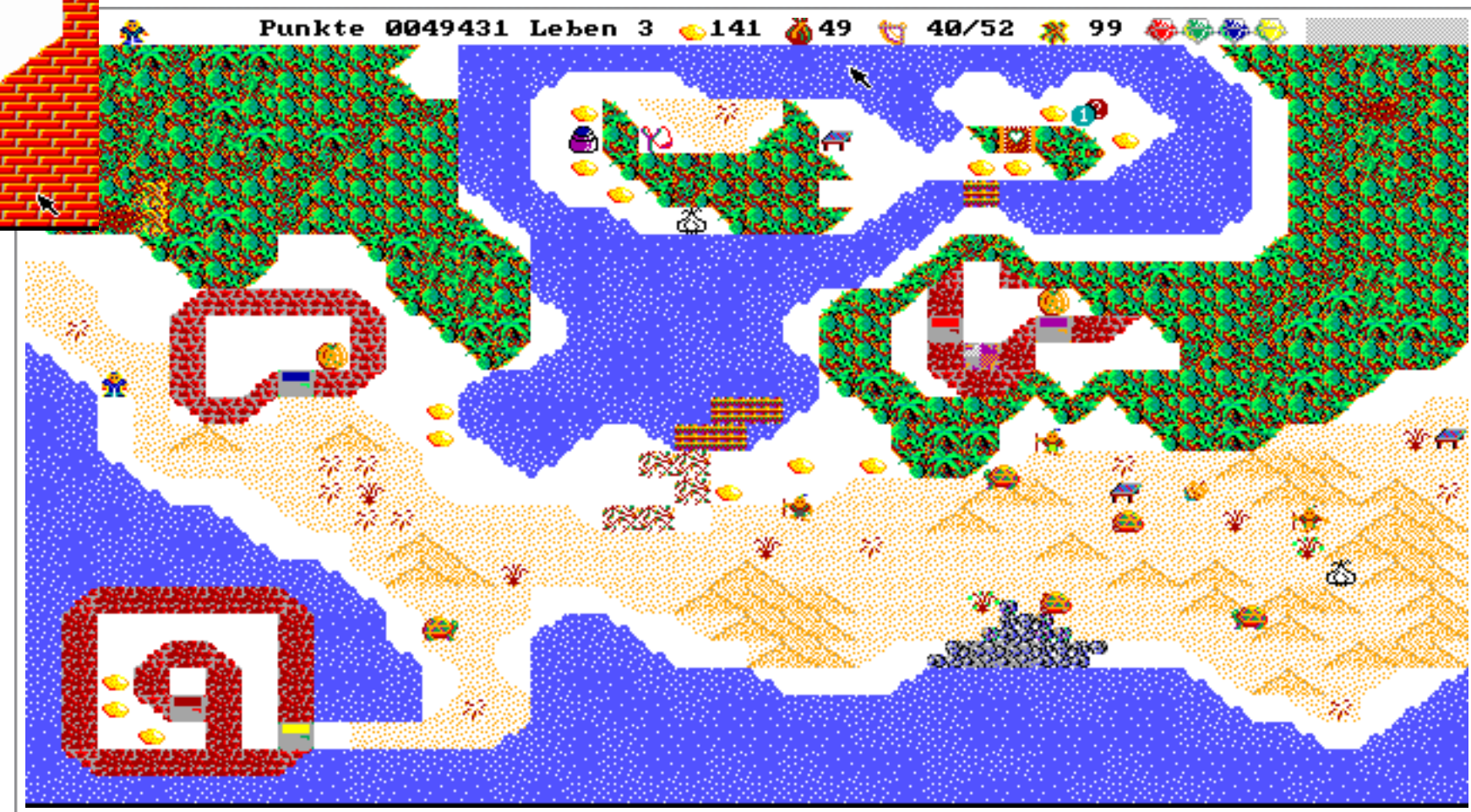


Adventure

Survival Horror



Alone in the Dark

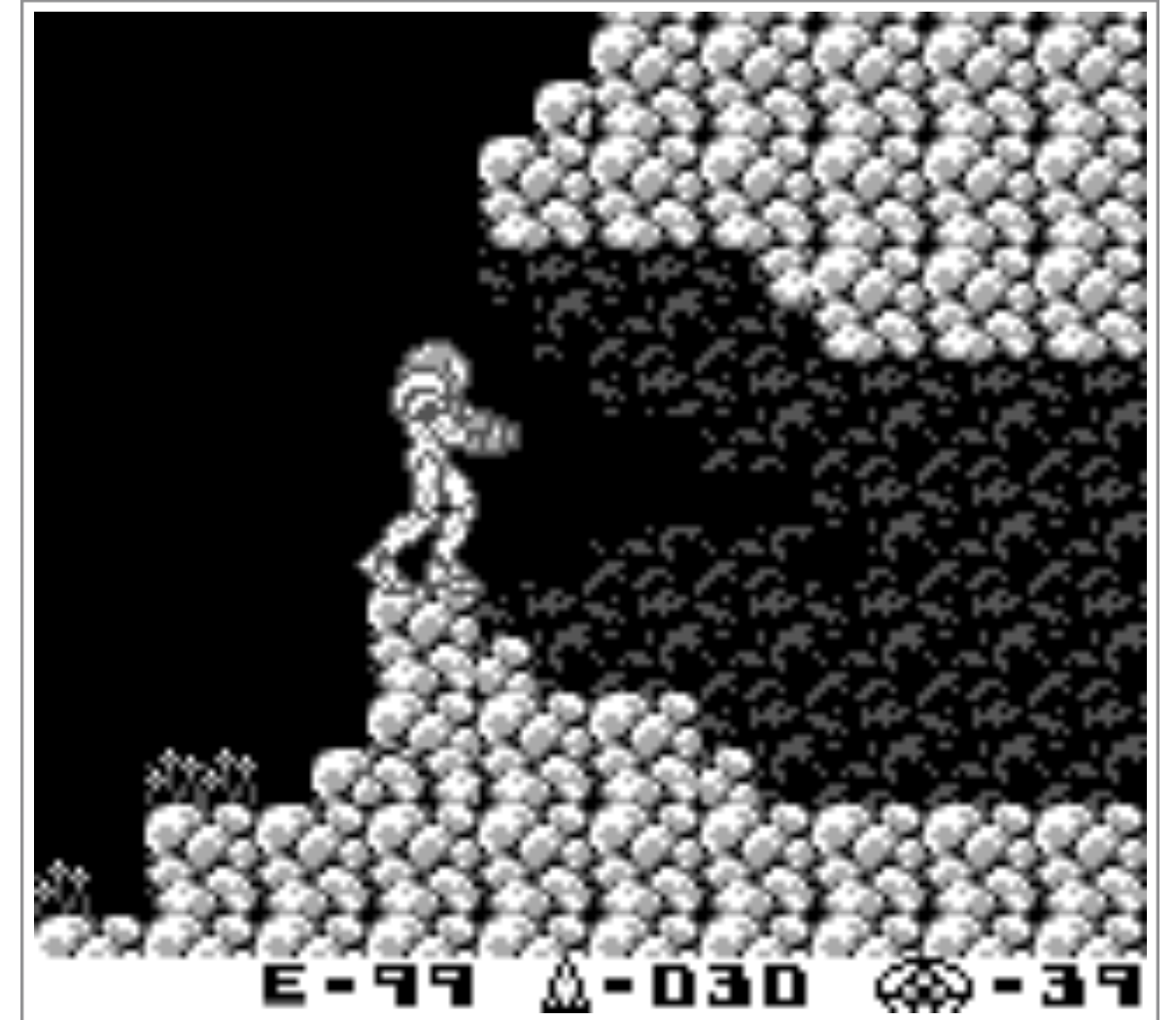


The Game of ROBOT
TOM Productions, 1983–1993

Platform

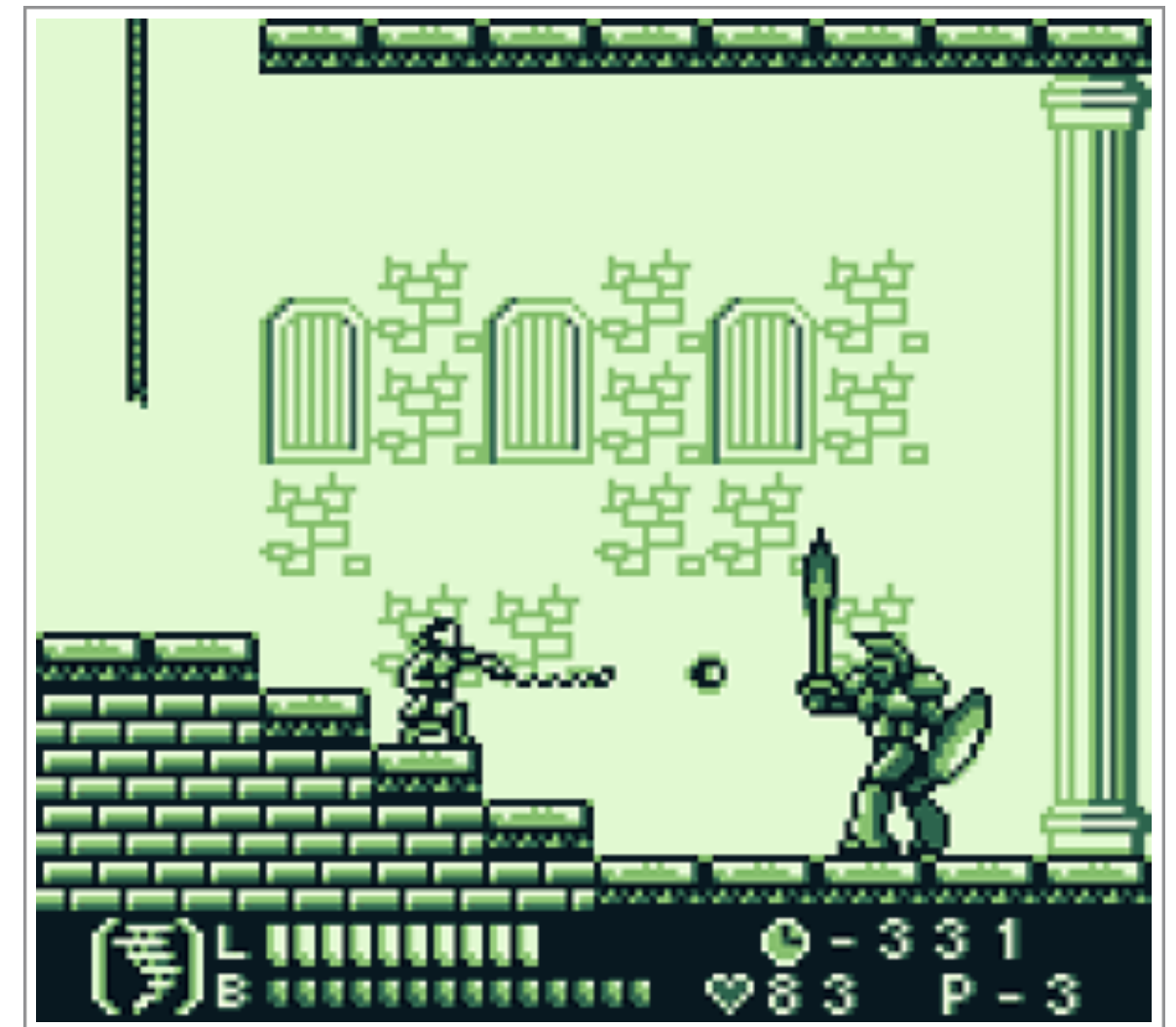
betonen sowohl Exploration und das Lösen von Rätseln als auch traditionelle Konzepte und Elemente von Plattform-Actionspielen

METROID



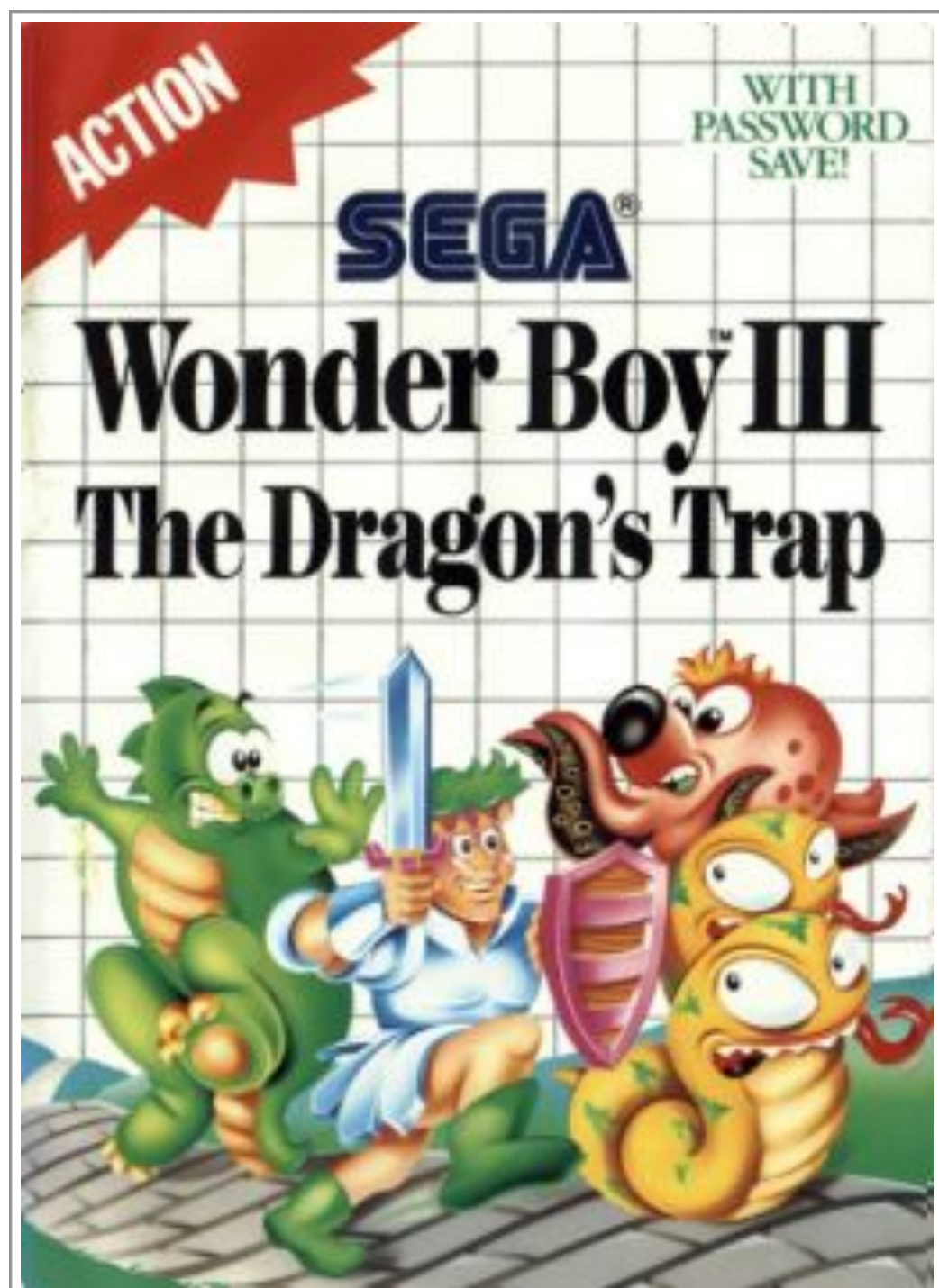
Metroid 1+2
Nintendo 1986, 1991

Castlevania

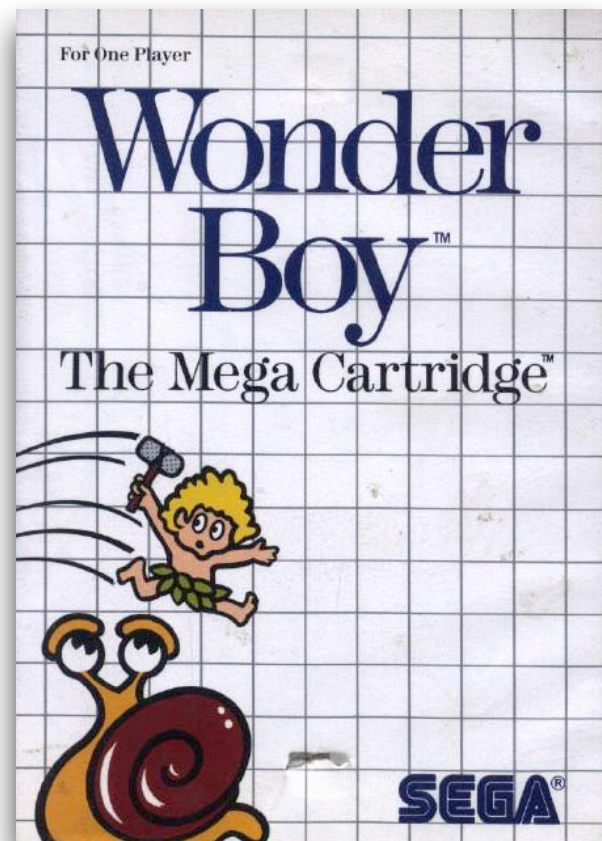


Castlevania
Konami 1987

Westliche Spiel ­ titel ⇄	Japanische Spiel ­ titel ⇄	Konsole/Platt ­ form ⇄	Erscheinungs ­ jahr ⇄
<i>Castlevania</i>	<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
<i>Vampire Killer</i> (Nur Europa und Brasilien)	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	MSX2	1986 ^[1]
<i>Castlevania II: Simon's Quest</i>	<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
<i>Haunted Castle</i> (Spielhallenautomat)	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	Arcade-Spiel	1988
<i>Castlevania: The Adventure</i>	<i>Dorakyura Densetsu</i> (ドラキュラ伝説)	Game Boy	1989
<i>Castlevania III: Dracula's Curse</i>	<i>Akumajō Densetsu</i> (悪魔城伝説)	NES, Microsoft Windows, Wii (Virtual Console)	1990
<i>Super Castlevania IV</i>	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	Super NES, Wii (Virtual Console)	1991
<i>Castlevania II: Belmont's Revenge</i>	<i>Dorakyura Densetsu II</i> (ドラキュラ伝説II)	Game Boy	1991
<i>Castlevania X68000</i> (Inoffizieller Titel; Spiel nicht in Amerika/Europa erschienen)	<i>Akumajō Dorakyura</i> (悪魔城ドラキュラ)	Sharp X68000	1993
<i>Castlevania: Rondo of Blood</i> (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
<i>Castlevania: The New Generation</i> (Europa&Australien) <i>Castlevania: Bloodlines</i> (USA)	<i>Vampire Killer</i> (バンパイアキラー <i>Banpaia Kira</i>)	Sega Mega Drive	1994
<i>Castlevania: Vampire's Kiss</i> (Europa&Australien)	<i>Akumajō Dorakyura XX</i> (悪魔城ドラキュラX X)	Super NES	1995

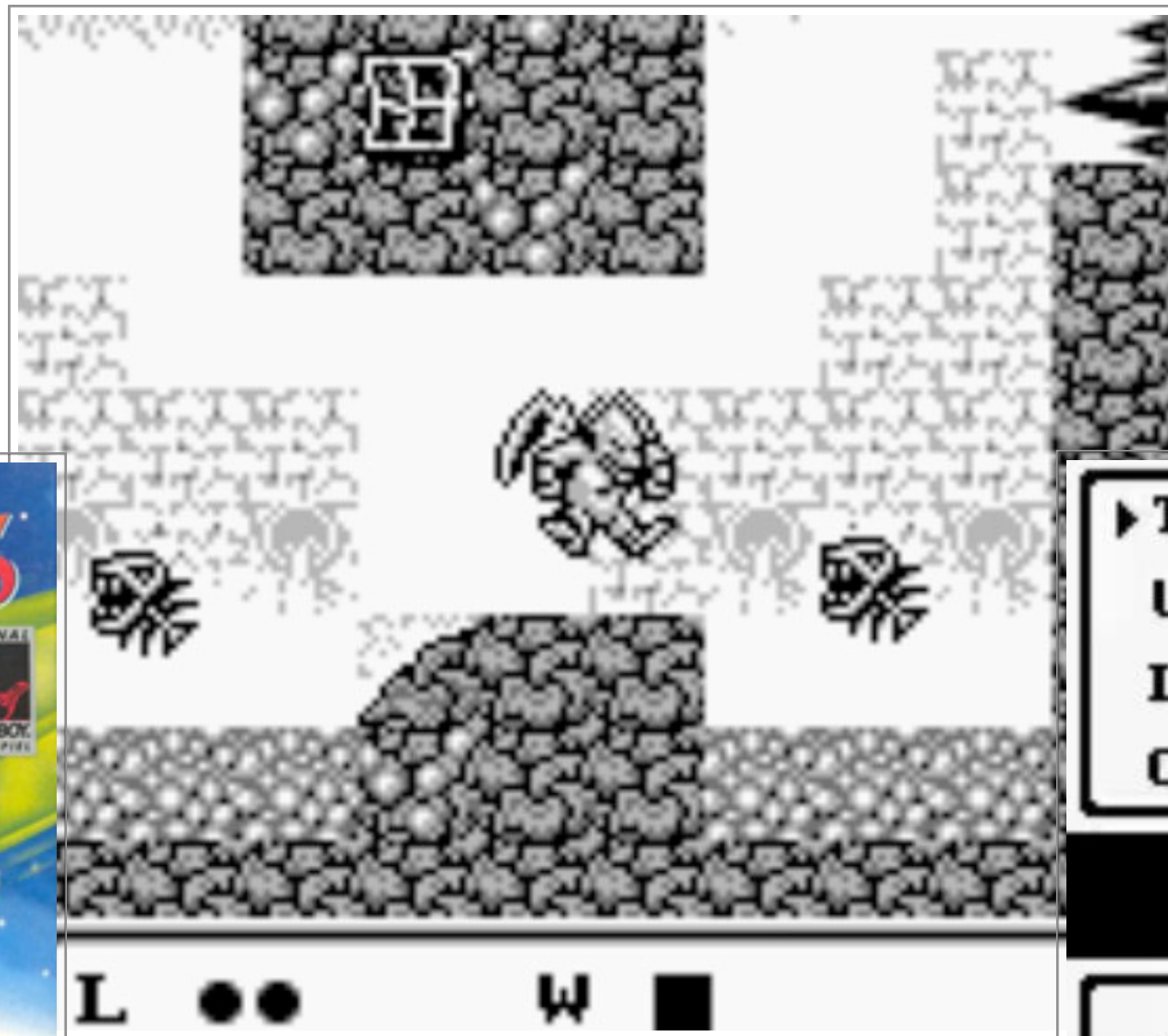


Wonder Boy III: The Dragon's Trap
Sega 1989

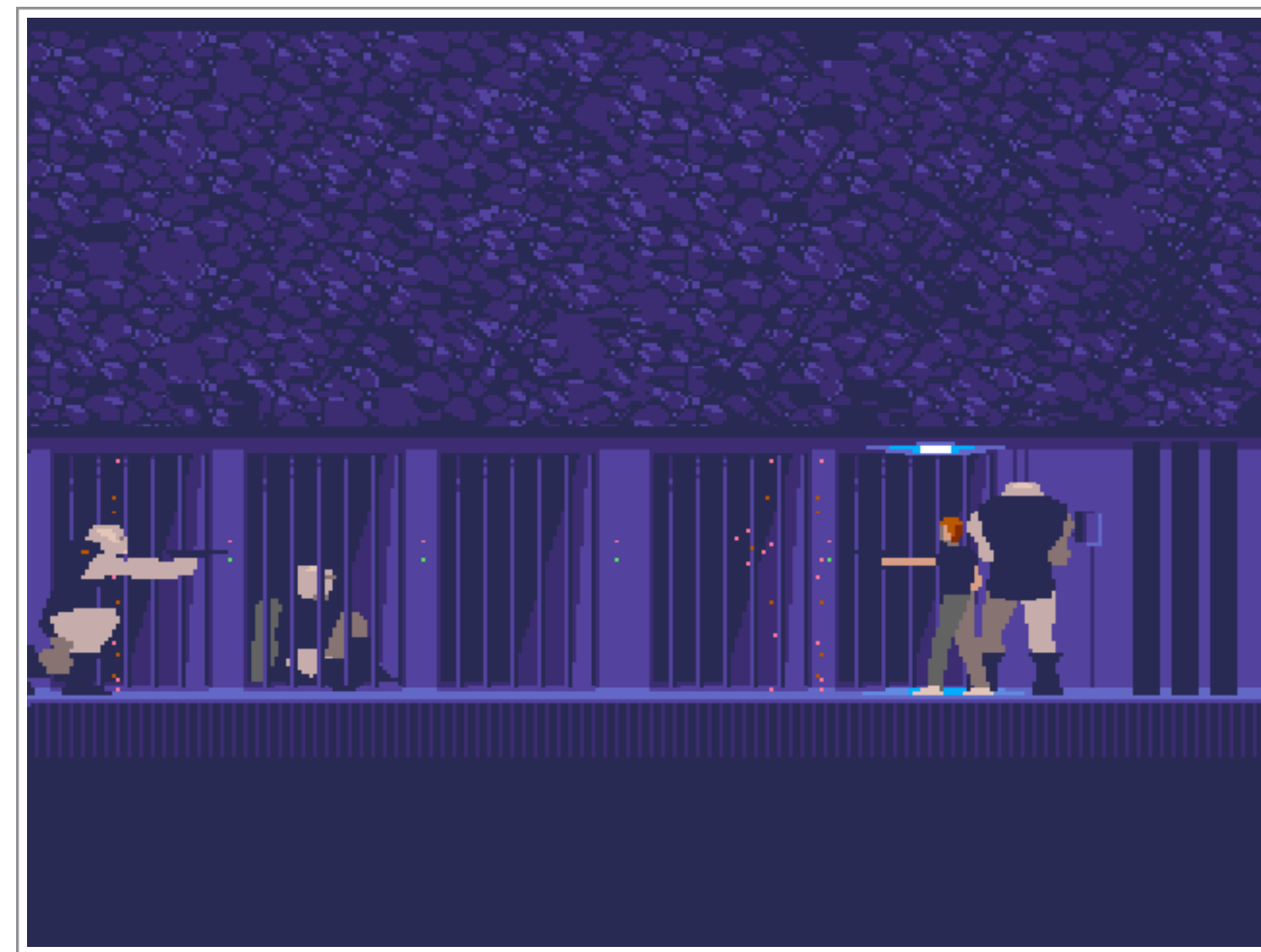
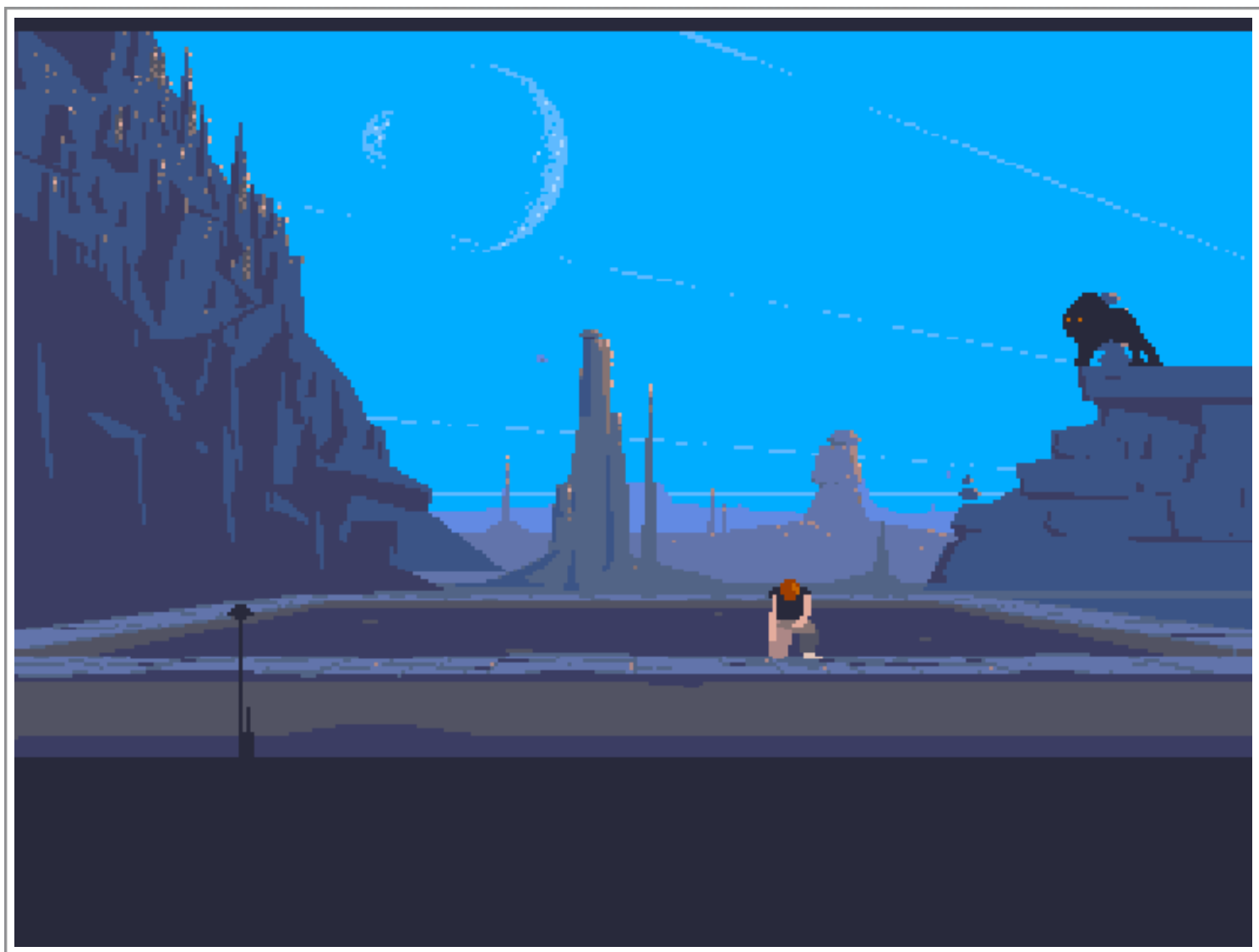


Die kanonischen Spiele





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

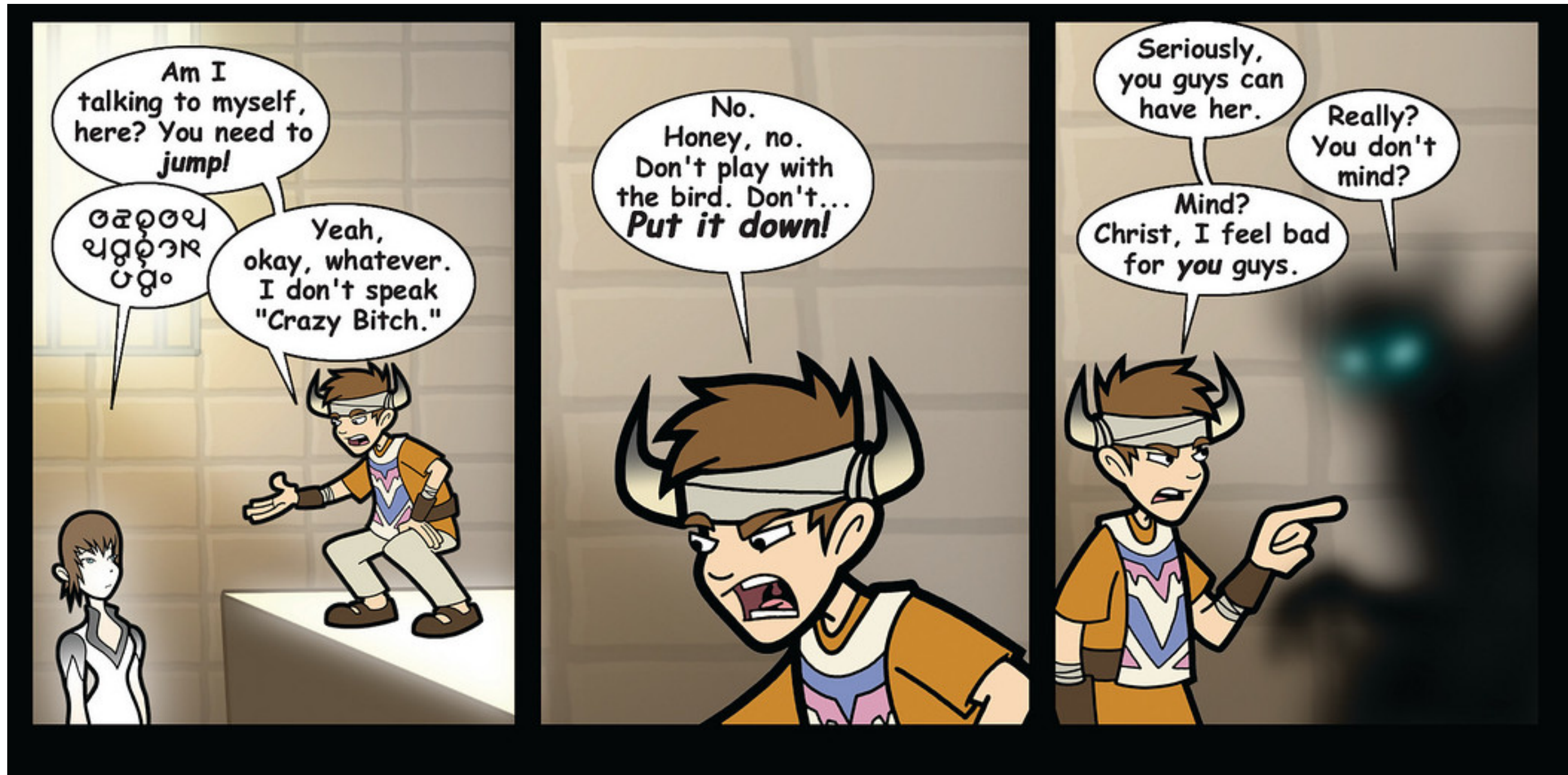
Bindung

Melancholie

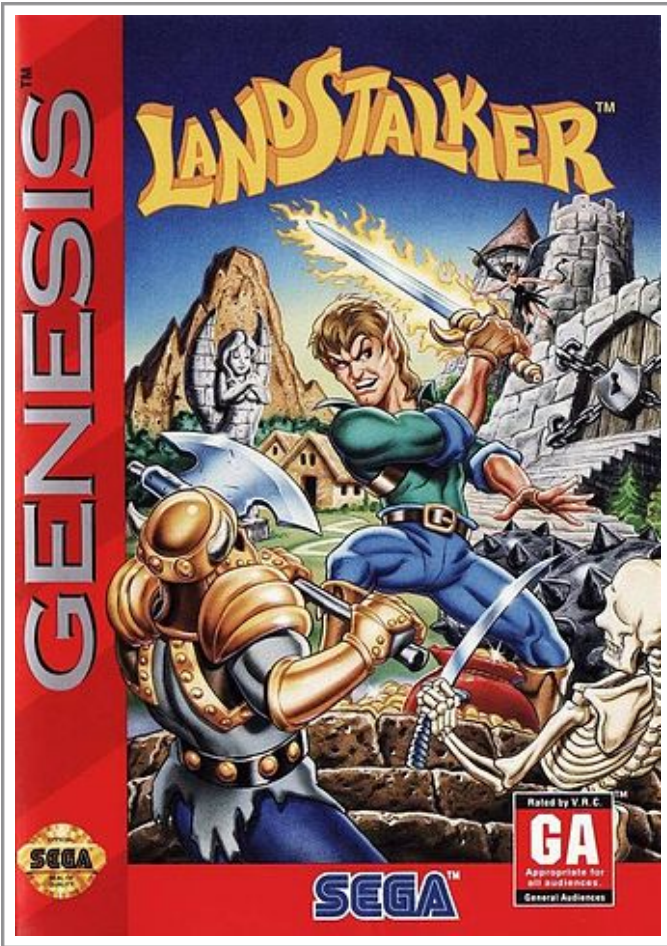
Erleichterung

A screenshot from the video game Final Fantasy XIII-2. Two characters are standing on a grassy hill, looking out over a vast, hazy landscape. The character on the left is wearing a red and white outfit with a large, ornate backpack and a headpiece. The character on the right is wearing a white dress with black accents. They are holding hands. The background shows rolling hills and a cloudy sky.

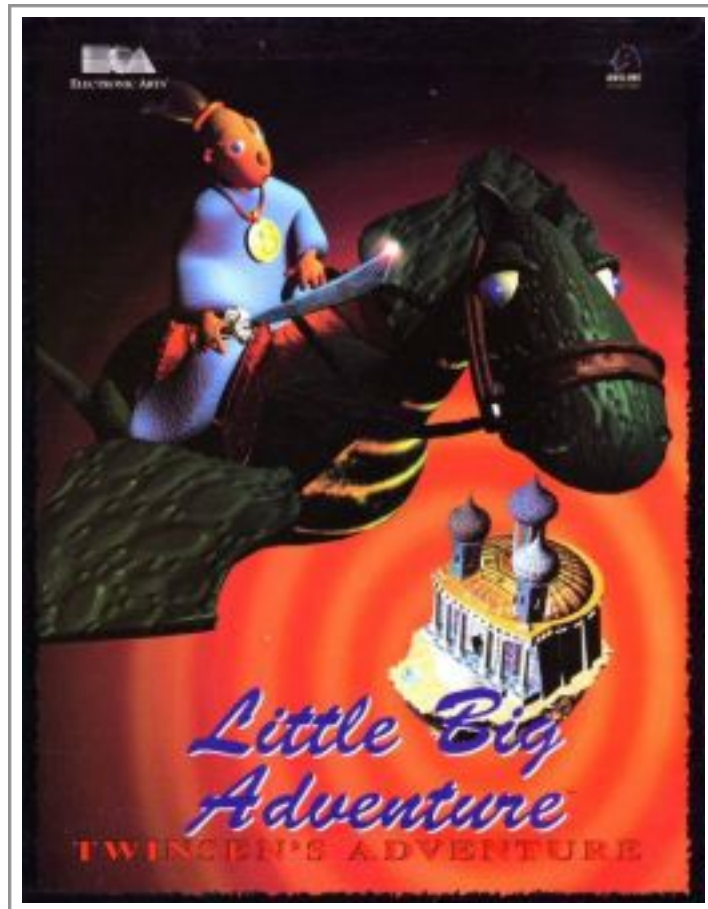
'It's time game designers grasp the power of creating games with emotional depth, meaningful characters and dialogue, and themes that reach players' hearts and really – I mean REALLY – make them care about their game's story' (Freeman 2004: jacket blurb).



Isometrische Perspektive



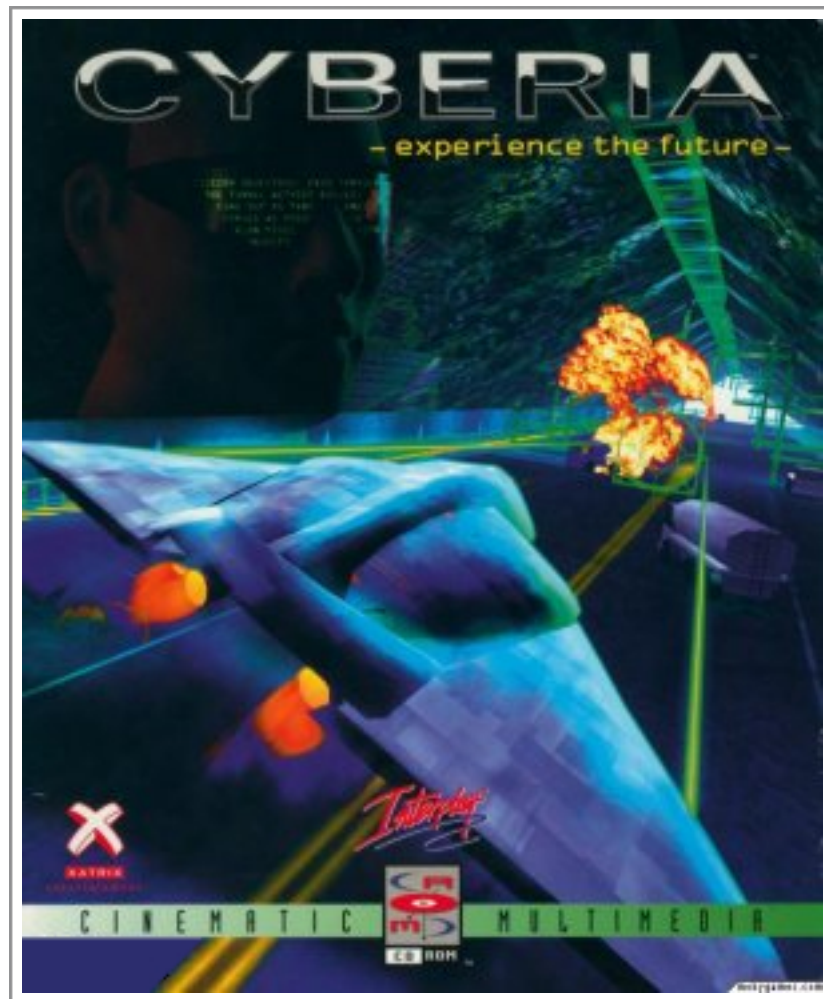
Landstalker: The Treasures of King Nole
Sega 1993



Little Big Adventure
Electronic Arts 1994



1st Person



Cyberia
Interplay Entertainment, 1994

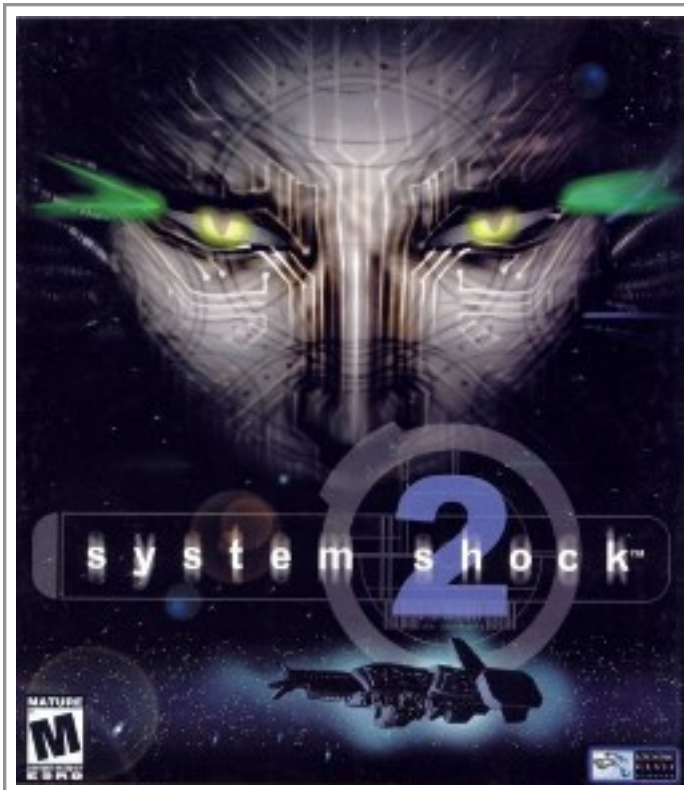
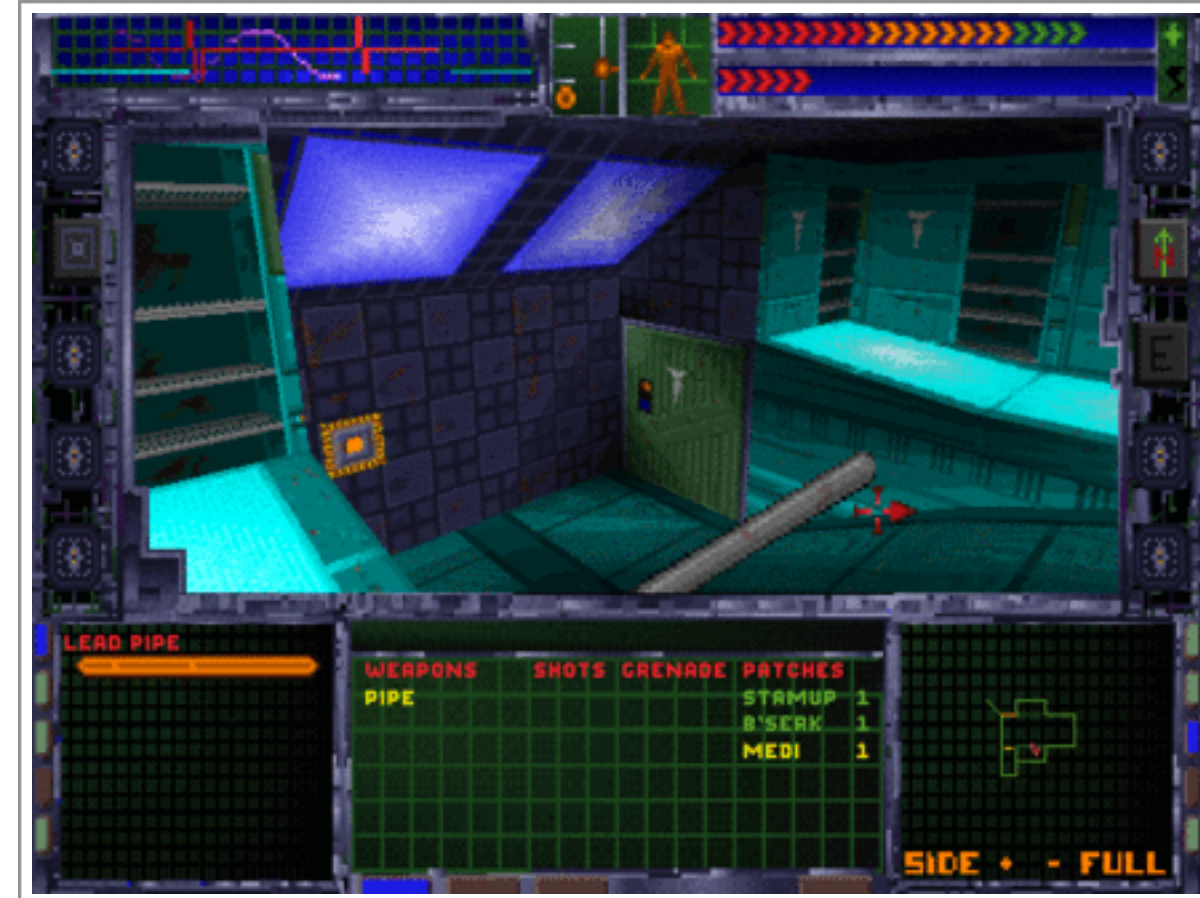
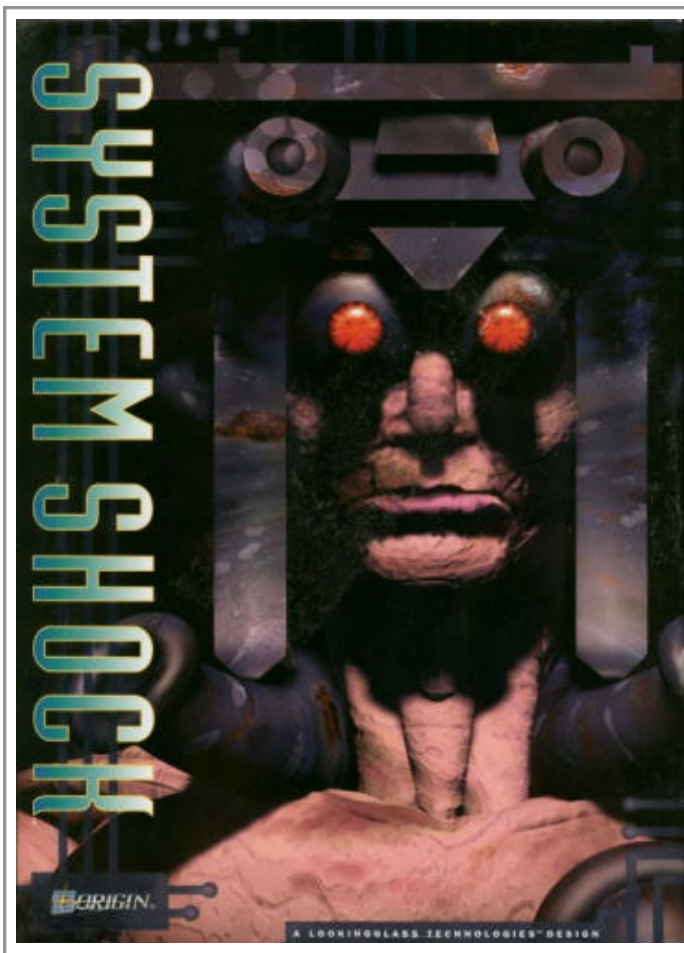




Metroid Prime

Nintendo, 2002





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



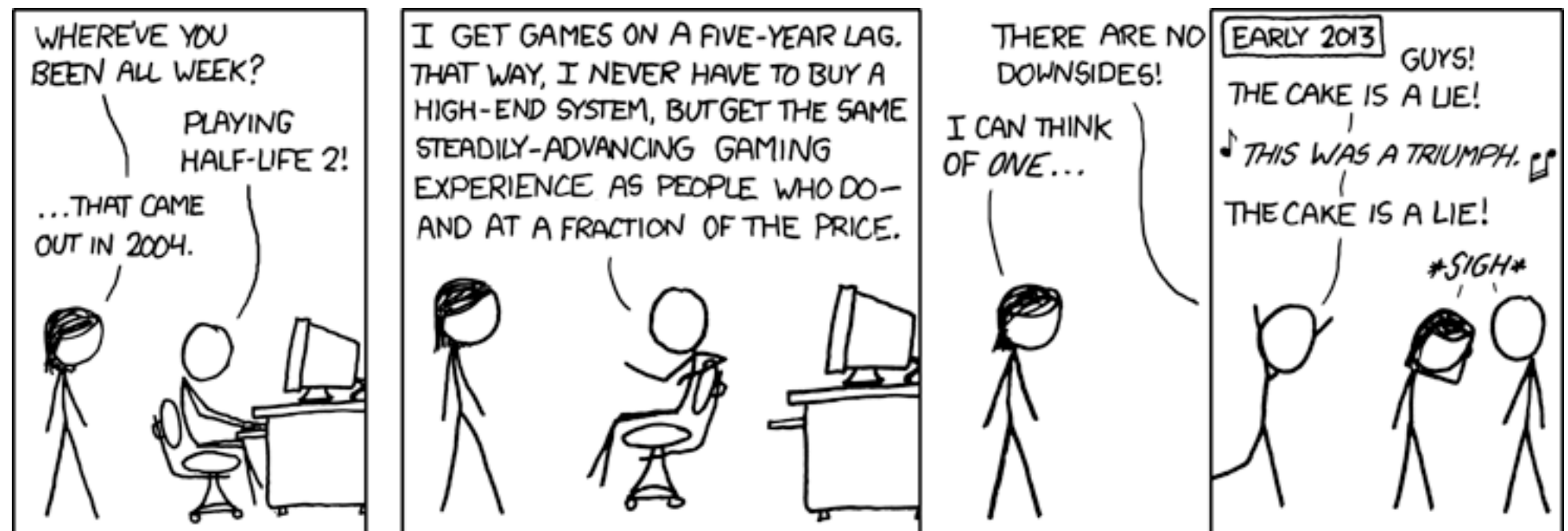


Portal 1+2

Valve, 2007, 2011



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

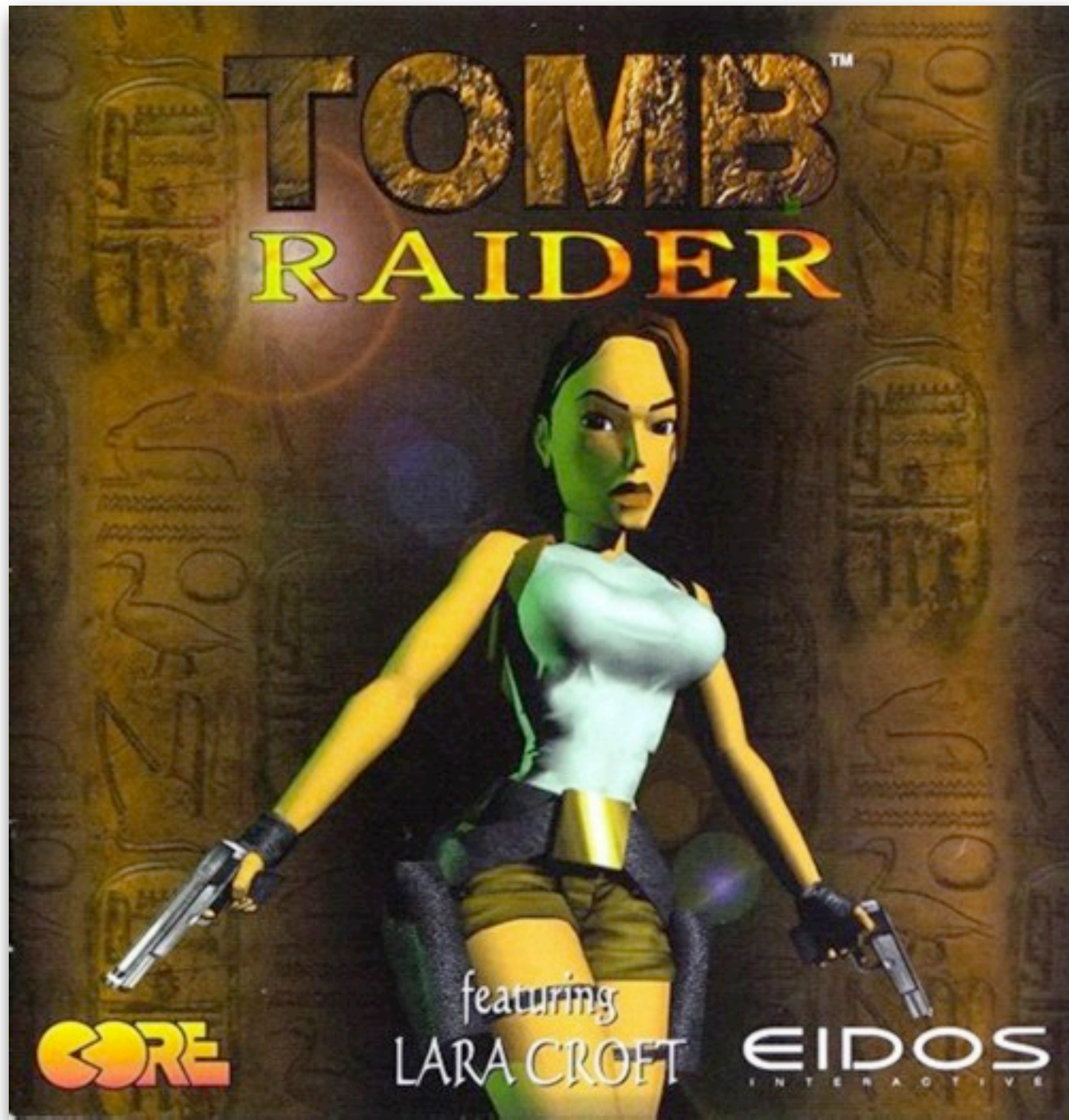




Half Life 2
Valve, 2004



3rd Person



Tomb Raider

Eidos Interactive, ab 1996





Spielemente

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



Grafik

Engine

Texture Shading

Imposters

Raum



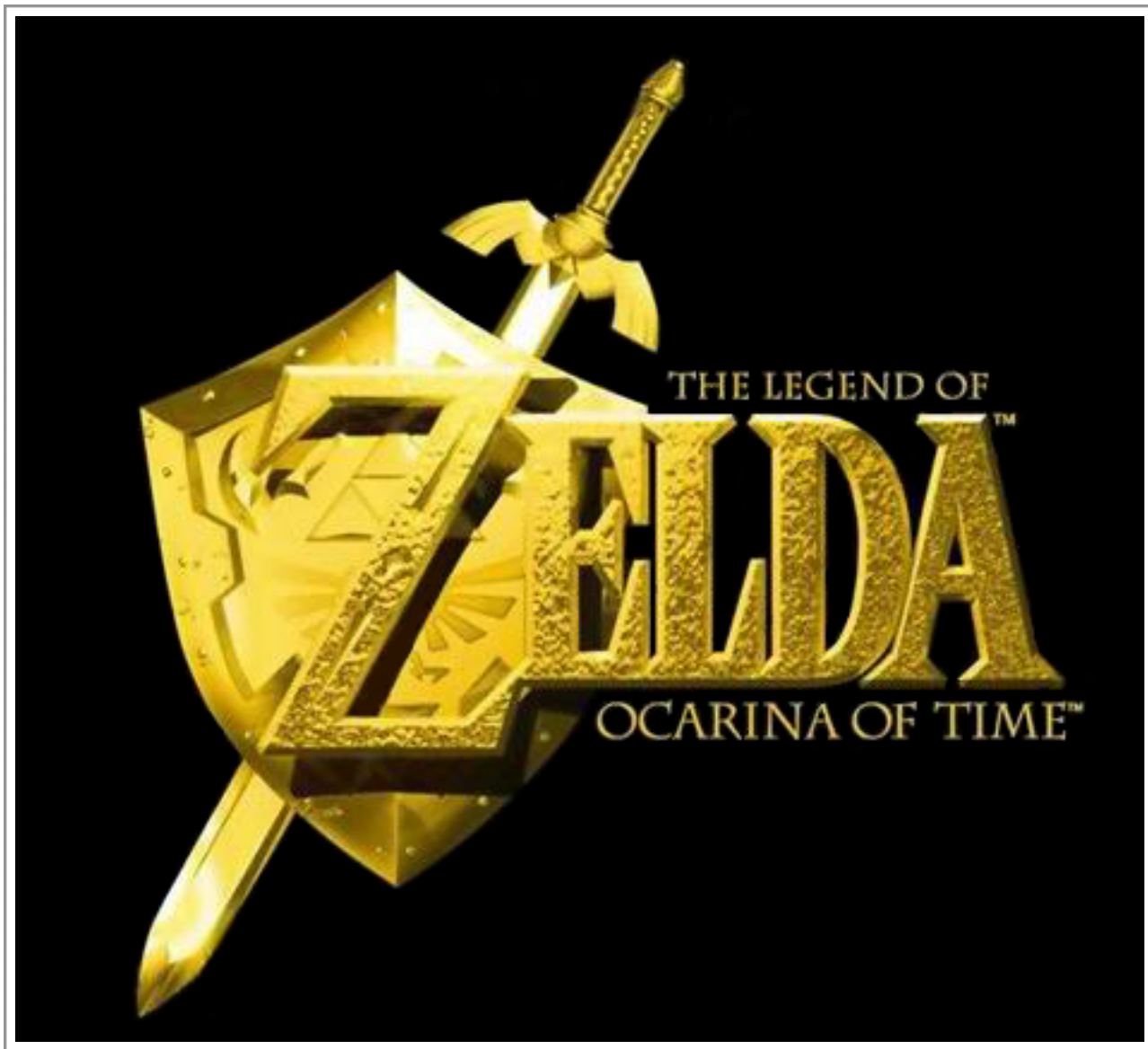
Große Räume – Viele Rätsel



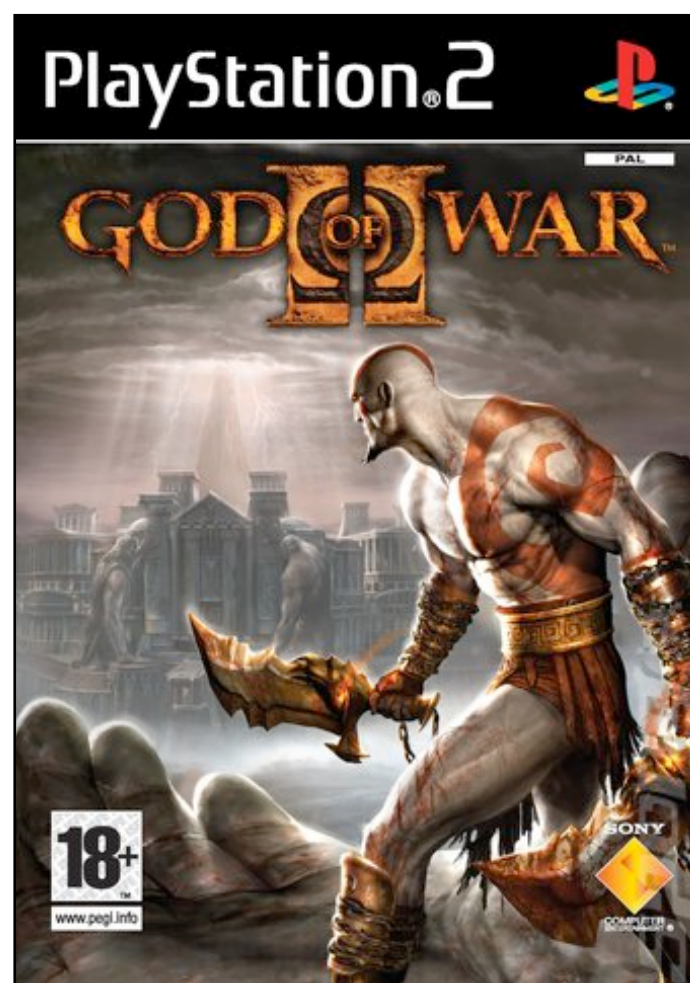
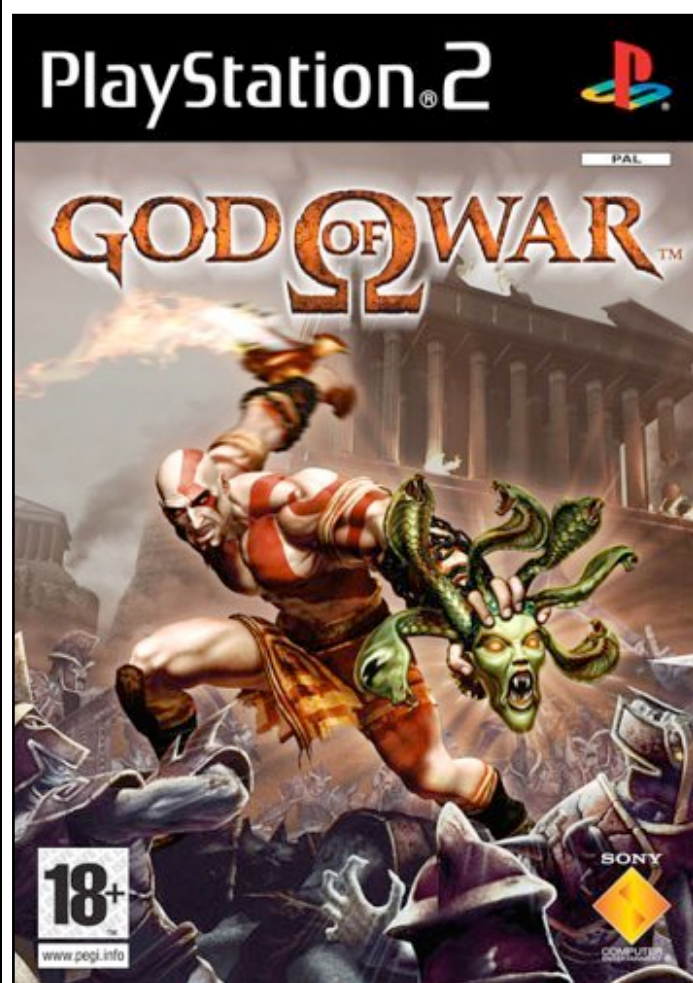
Icon oder Symbol: Kein Fenster kann zerschossen werden. Bis auf eines.



Indiana Jones and the Infernal Machine
LucasArts, 1999



The Legend of Zelda: Ocarina of Time
Nintendo, 1998



Die kanonischen Spiele

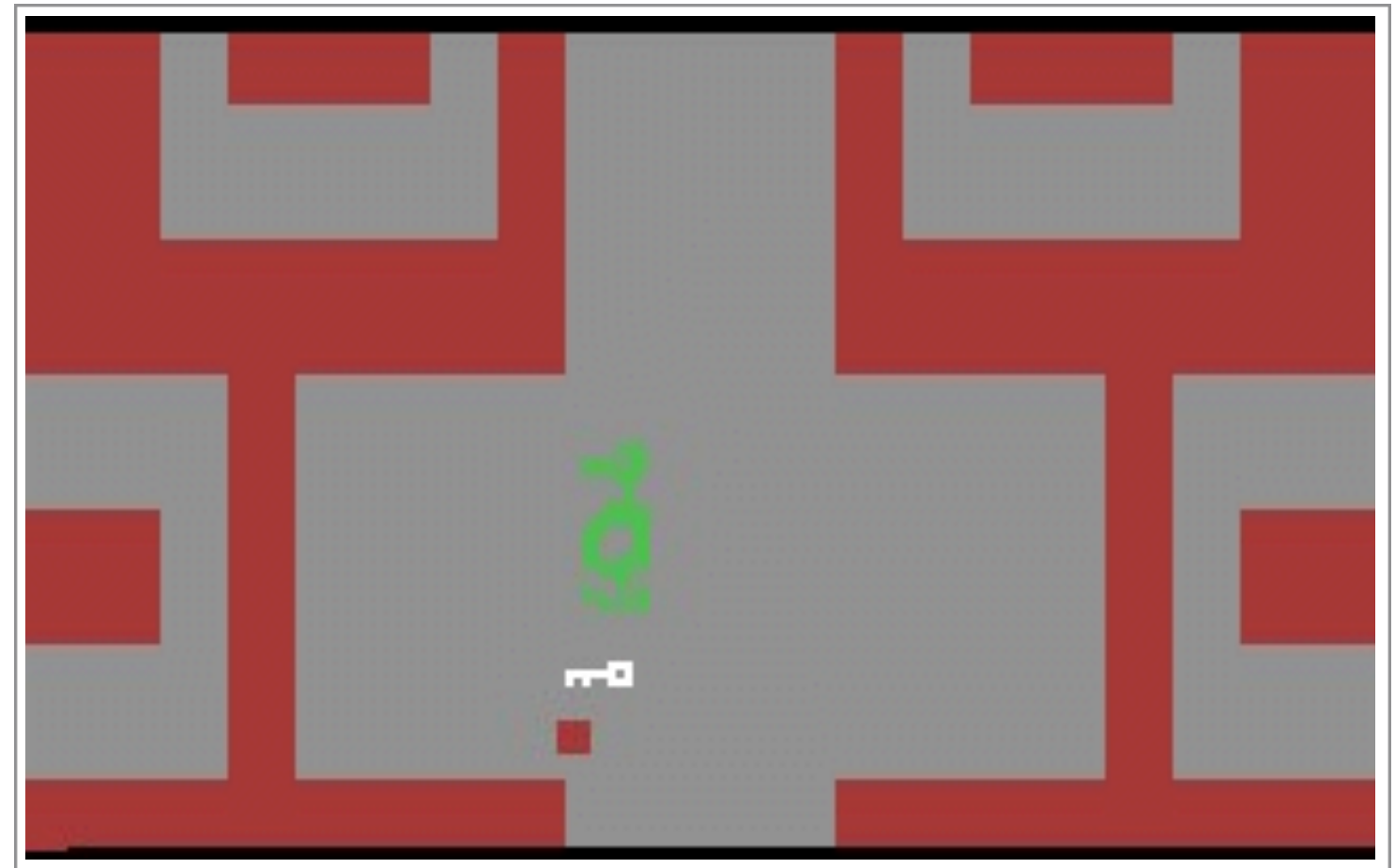
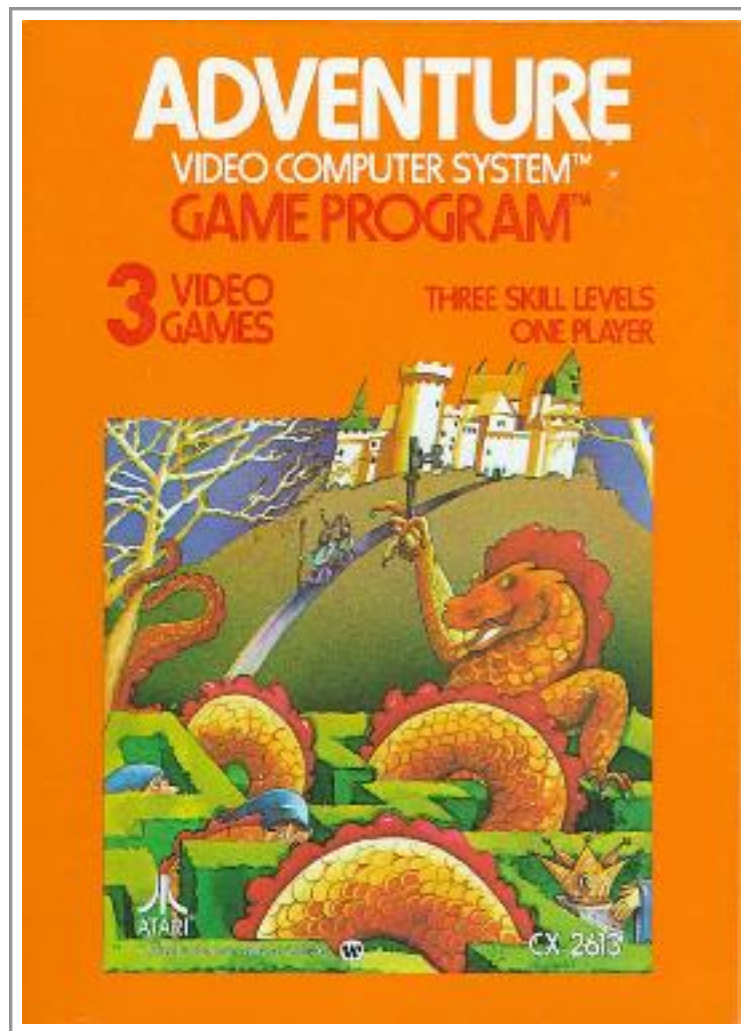
God of War 1-3
SCE Santa Monica Studio, 2005

UNCHARTED

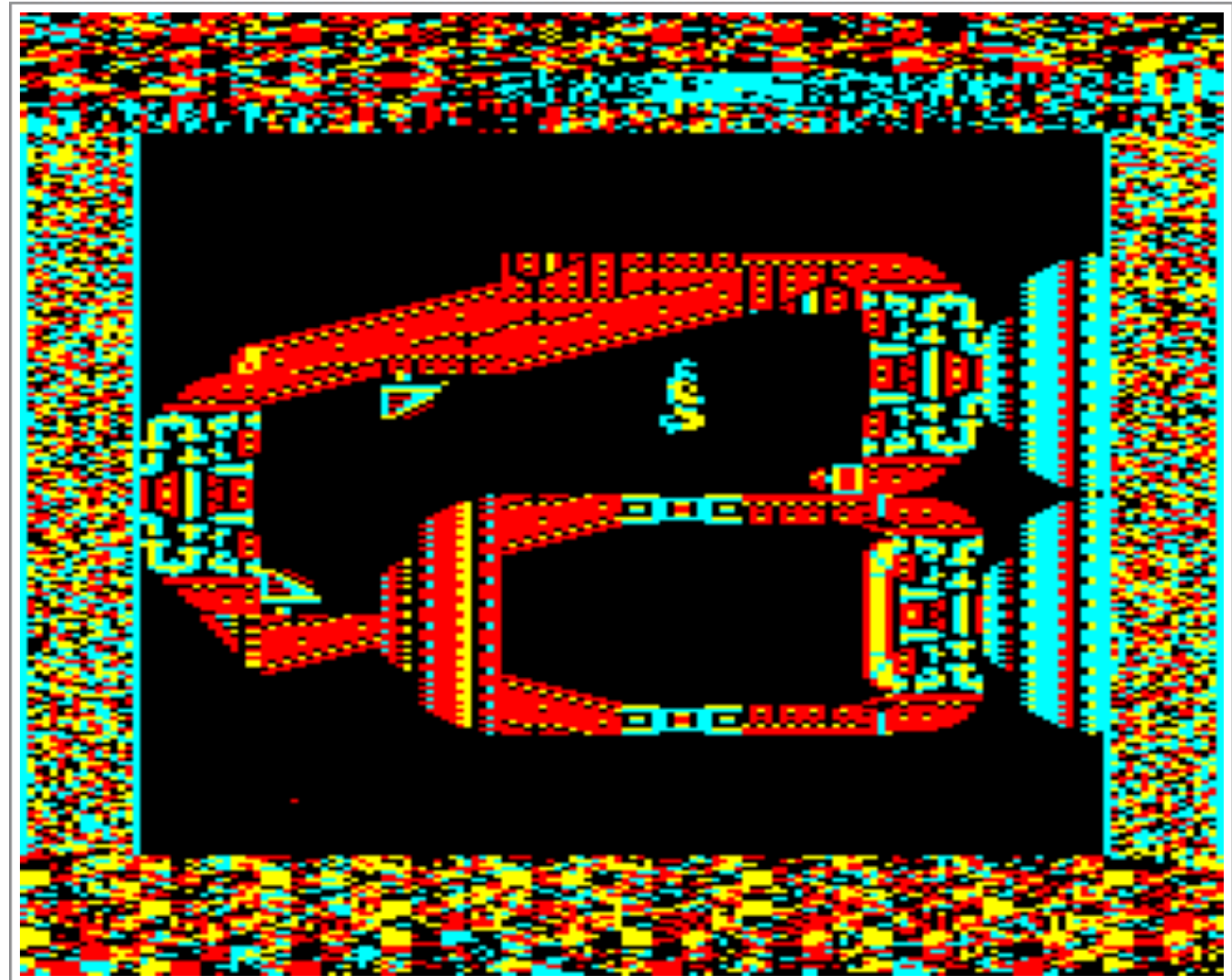


Uncharted 1-4
SCE Bend Studio, 2007

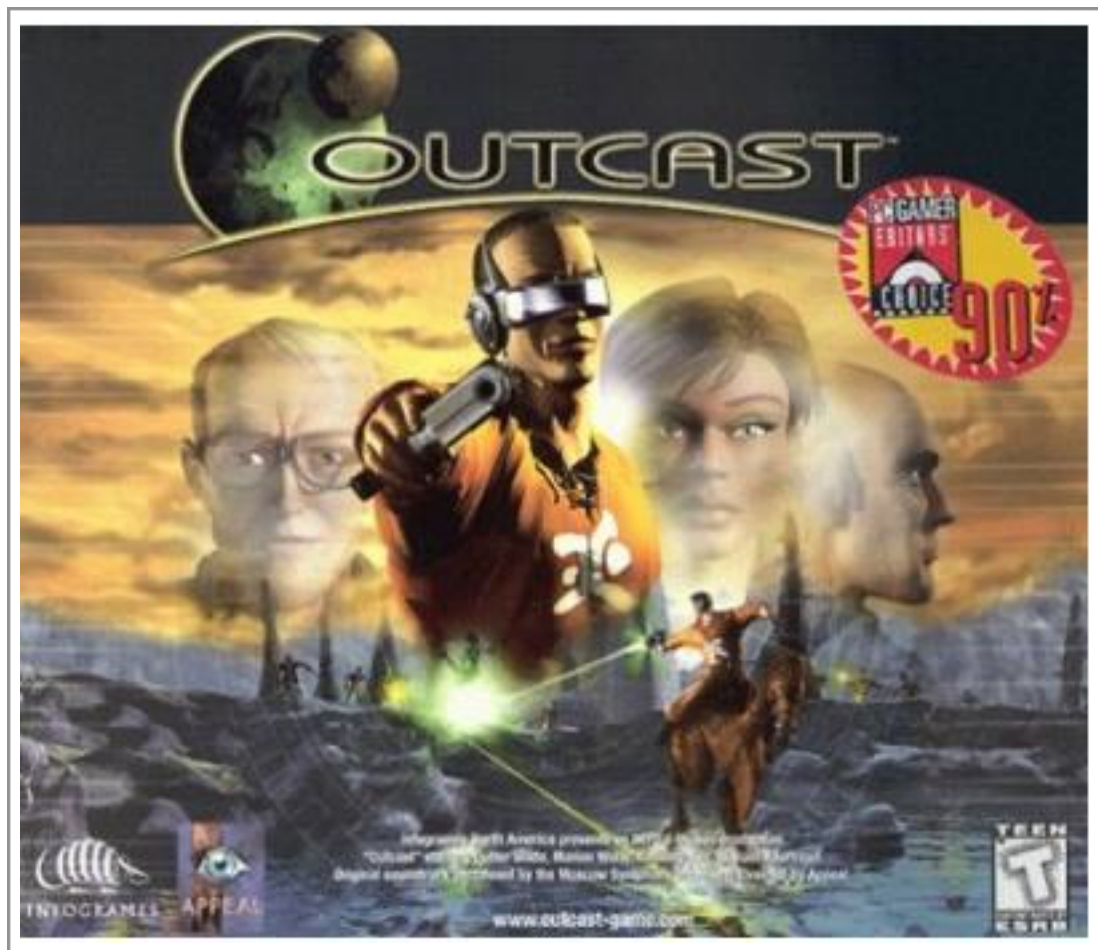
Open World / Sandbox



Adventure
Atari 1979



Exile
Acornsoft 1988



Outcast
Infogrames 1999





Assassin's Creed (Serie)

(Ubisoft, 2007-)

Schleichspiele

- Gegner werden nicht im offenen Kampf konfrontiert
- Ziel: unbemerkt an ihnen vorbeischleichen und sie möglichst lautlos aus dem Hinterhalt töten oder betäuben
- oft verschiedene Handlungs- bzw. Lösungsmöglichkeiten vorhanden
- Spielmechanik: schleichen, tarnen, verkleiden, verstecken.
- genaues Erkunden der Umgebung und behutsame Vorgehensweise zentral
- oft begleitet von detaillierter Hintergrundgeschichte

Metal Gear Solid 1998



Metal Gear Serie



Metal Gear chronology

- 1964 – *Snake Eater*
- 1970 – *Portable Ops*
- 1974 – *Peace Walker*
- 1975 – *Ground Zeroes*
- 1984 – *The Phantom Pain*
- 1995 – *Metal Gear*
- 1999 – *Metal Gear 2: Solid Snake*
- 2005 – ***Metal Gear Solid*** (*The Twin Snakes*)
- 2007/09 – *Sons of Liberty*
- 2014 – *Guns of the Patriots*
- 2018 – *Revengeance*

https://en.wikipedia.org/wiki/List_of_Metal_Gear_media#Video_games

Metal Gear Serie



Aggregate review scores
As of September 8, 2015.

Game	GameRankings	Metacritic
<i>Metal Gear Solid</i>	(PS1) 93.24% ^[125] (GC) 85.58% ^[126] (PC) 84.22% ^[127]	(PS1) 94 ^[128] (GC) 85 ^[129] (PC) 83 ^[130]
<i>Metal Gear Solid: VR Missions</i>	(PS) 70.64% ^[131]	-
<i>Metal Gear: Ghost Babel</i>	(GBC) 95.61% ^[132]	-
<i>Metal Gear Solid 2: Sons of Liberty</i>	(PS2) 95.09% ^[133]	(PS2) 96 ^[134]
<i>Metal Gear Solid 2: Substance</i>	(Xbox) 86.66% ^[135] (PS2) 85.81% ^[136] (PC) 82.00% ^[137]	(Xbox) 87 ^[138] (PS2) 87 ^[139] (PC) 77 ^[140]
<i>Metal Gear Solid 3: Snake Eater</i>	(PS2) 91.77% ^[141] (3DS) 77.74% ^[142]	(PS2) 91 ^[143] (3DS) 78 ^[144]
<i>Metal Gear Solid 3: Subsistence</i>	(PS2) 92.97% ^[145]	(PS2) 94 ^[146]
<i>Metal Gear Acid</i>	(PSP) 76.70% ^[147]	(PSP) 75 ^[148]
<i>Metal Gear Acid 2</i>	(PSP) 79.66% ^[149]	(PSP) 80 ^[150]
<i>Metal Gear Solid: Digital Graphic Novel</i>	(PSP) 76.88% ^[151]	(PSP) 78 ^[152]
<i>Metal Gear Solid: Portable Ops</i>	(PSP) 86.95% ^[153]	(PSP) 87 ^[154]
<i>Metal Gear Solid: Portable Ops Plus</i>	(PSP) 64.67% ^[155]	(PSP) 65 ^[156]
<i>Metal Gear Solid 4: Guns of the Patriots</i>	(PS3) 93.53% ^[157]	(PS3) 94 ^[158]
<i>Metal Gear Solid: Peace Walker</i>	(PSP) 88.98% ^[159]	(PSP) 89 ^[160]
<i>Metal Gear Solid HD Collection</i>	(PS3) 90.14% ^[161] (X360) 89.81% ^[162] (Vita) 83.43% ^[163]	(X360) 90 ^[164] (PS3) 89 ^[165] (Vita) 81 ^[166]
<i>Metal Gear Rising: Revengeance</i>	(PC) 83.55% ^[167] (X360) 82.56% ^[168] (PS3) 80.42% ^[169]	(PC) 83 ^[170] (X360) 82 ^[171] (PS3) 80 ^[172]
<i>Metal Gear Solid V: Ground Zeroes</i>	(PC) 82.00% ^[173] (PS4) 75.23% ^[174] (PS3) 73.57% ^[175] (XONE) 72.50% ^[176]	(PC) 80 ^[177] (XONE) 76 ^[178] (PS4) 75 ^[179] (PS3) 66 ^[180]
<i>Metal Gear Solid V: The Phantom Pain</i>	(PC) 92.75% ^[181] (PS4) 91.59% ^[182] (XONE) 90.38% ^[183]	(XONE) 95 ^[184] (PS4) 93 ^[185] (PC) 91 ^[186]

Metal Gear chronology

- 1964 – *Snake Eater*
- 1970 – *Portable Ops*
- 1974 – *Peace Walker*
- 1975 – *Ground Zeroes*
- 1984 – *The Phantom Pain*
- 1995 – *Metal Gear*
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- 2005 – ***Metal Gear Solid*** (*The Twin Snakes*)
- 2007/09 – *Sons of Liberty*
- 2014 – *Guns of the Patriots*
- 2018 – *Revengeance*

https://en.wikipedia.org/wiki/List_of

HITMAN™

Hitman

Eidos Interactive, 2000-2009





Assassin's Creed (Serie)

(Ubisoft, 2007-)

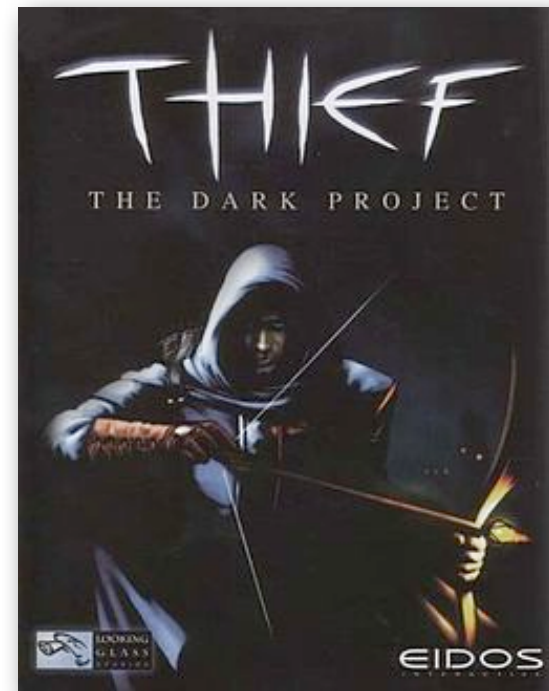


Dishonored
Arkane Studios, 2012

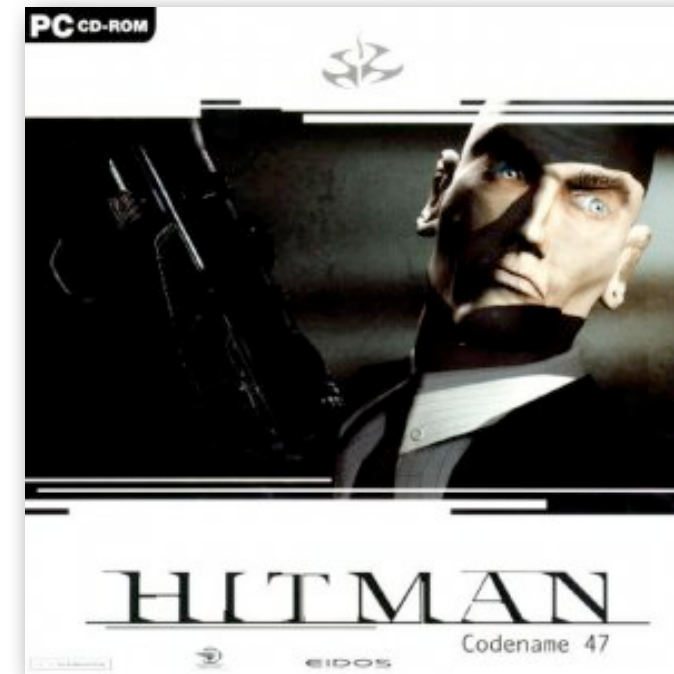
Stealth Game



Tenchu, 1998



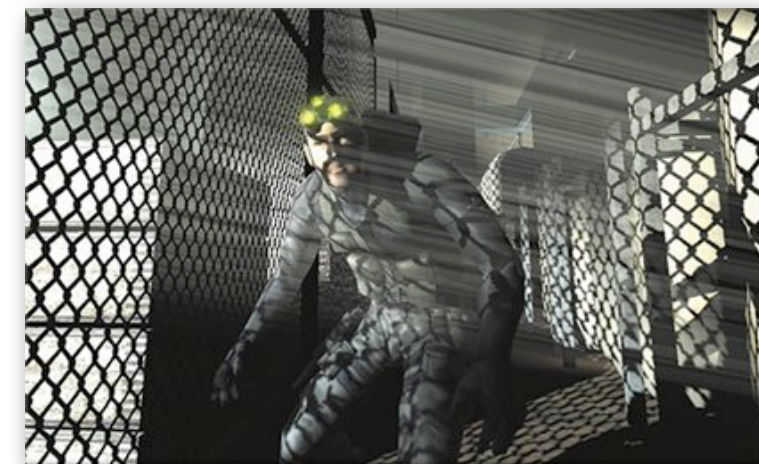
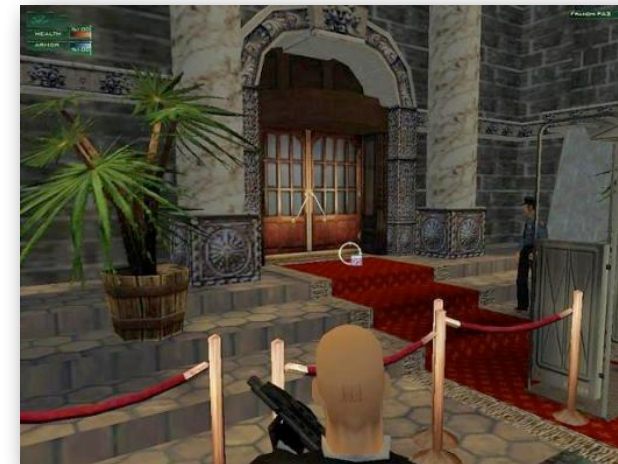
Thief, 1998



Hitman, 2000

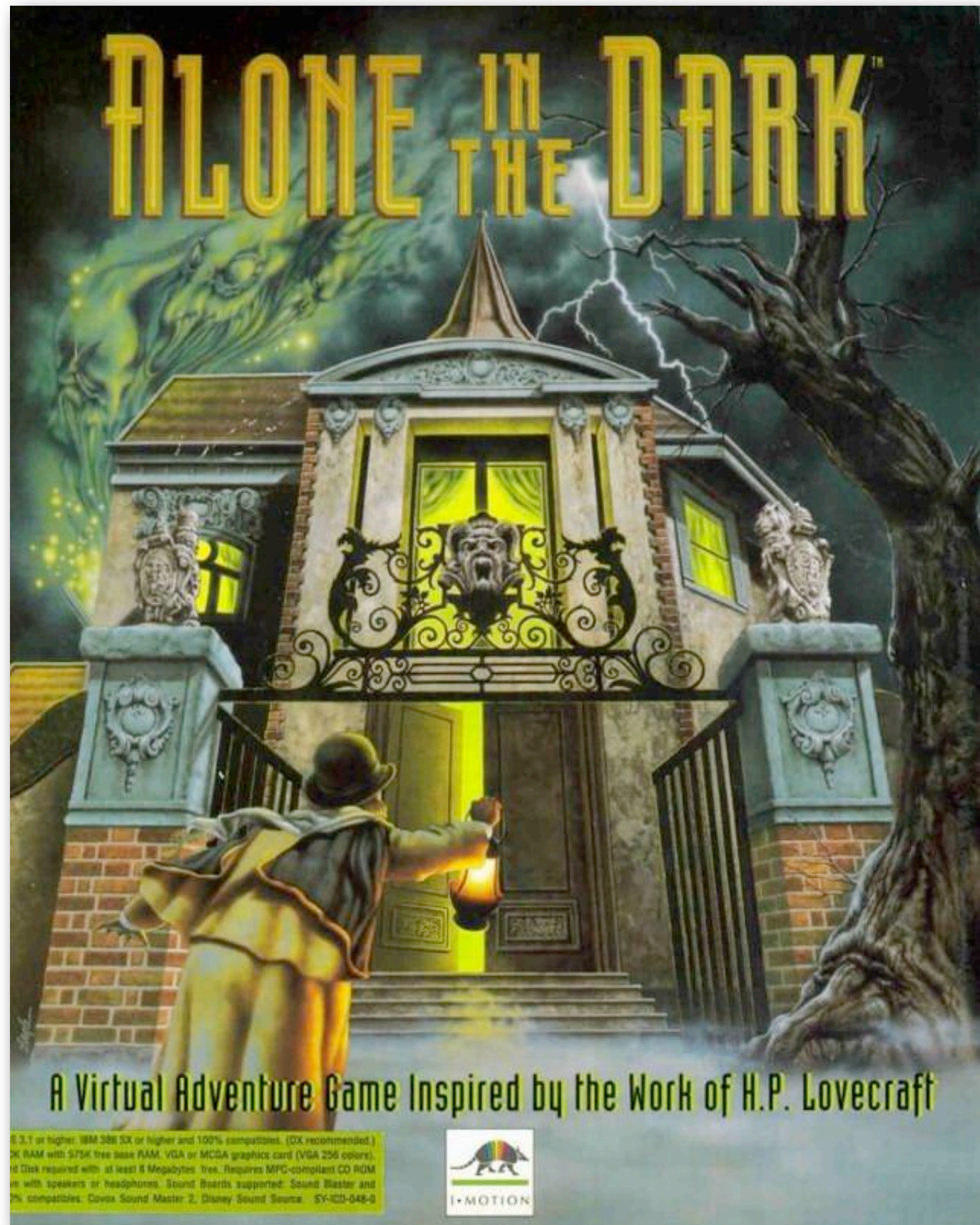


Splinter Cell, 2002



Survival Horror

Alone in the Dark 1-3



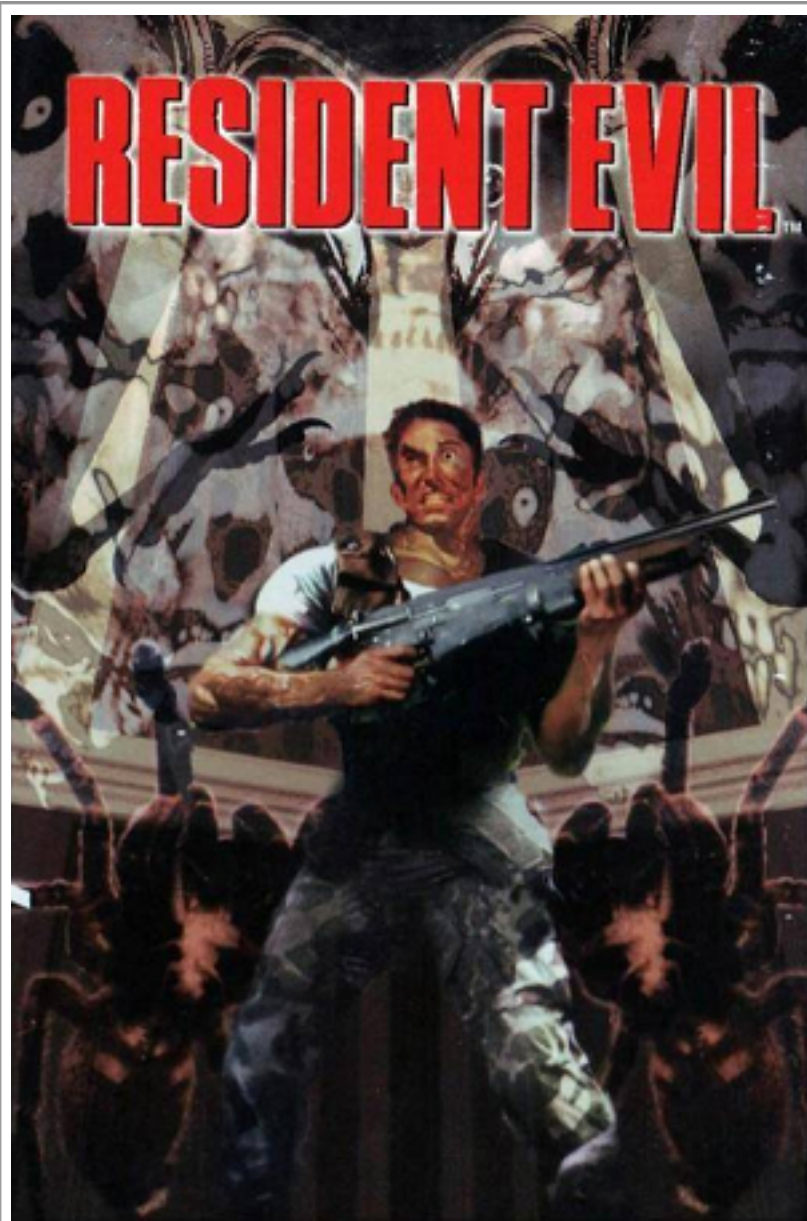
Elvira: Mistress of the Dark

Horrorsoft 1990



Resident Evil

Capcom 1996

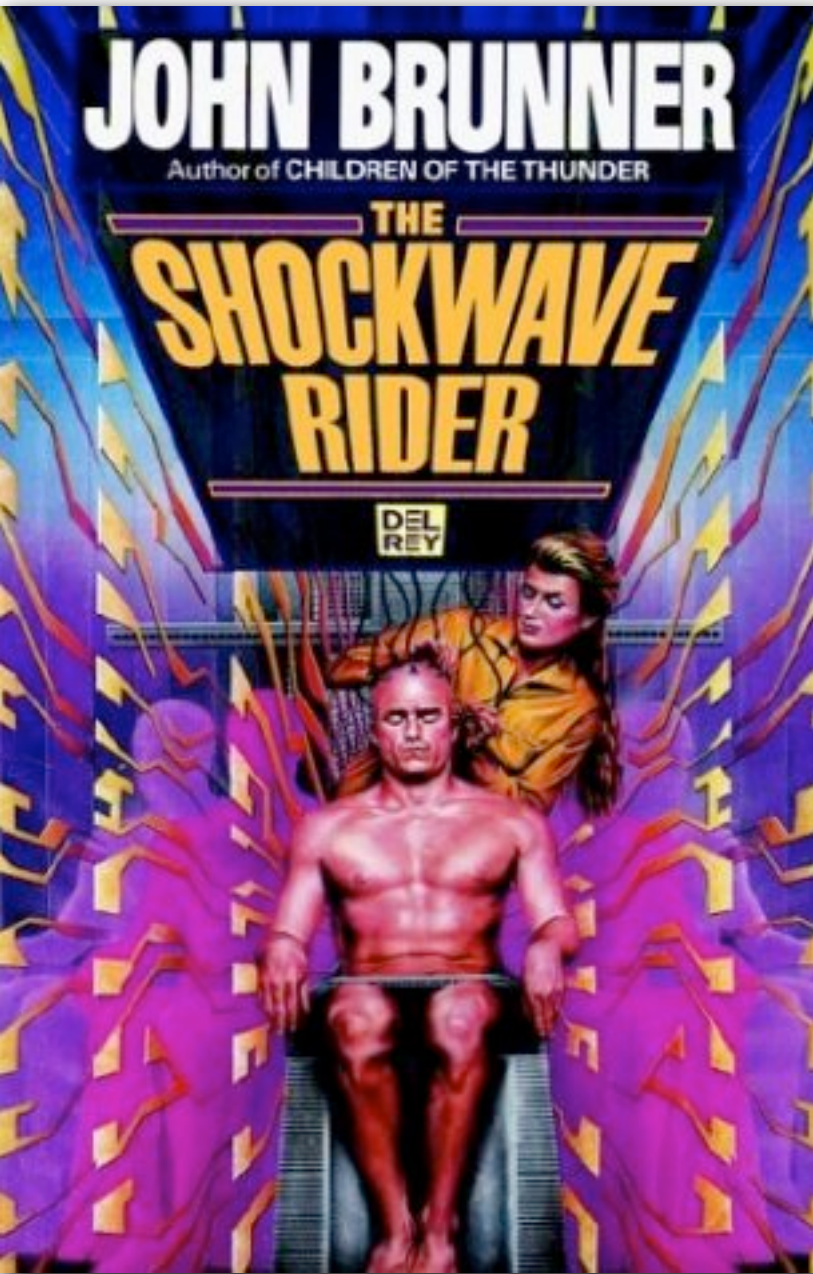


Everything and then some

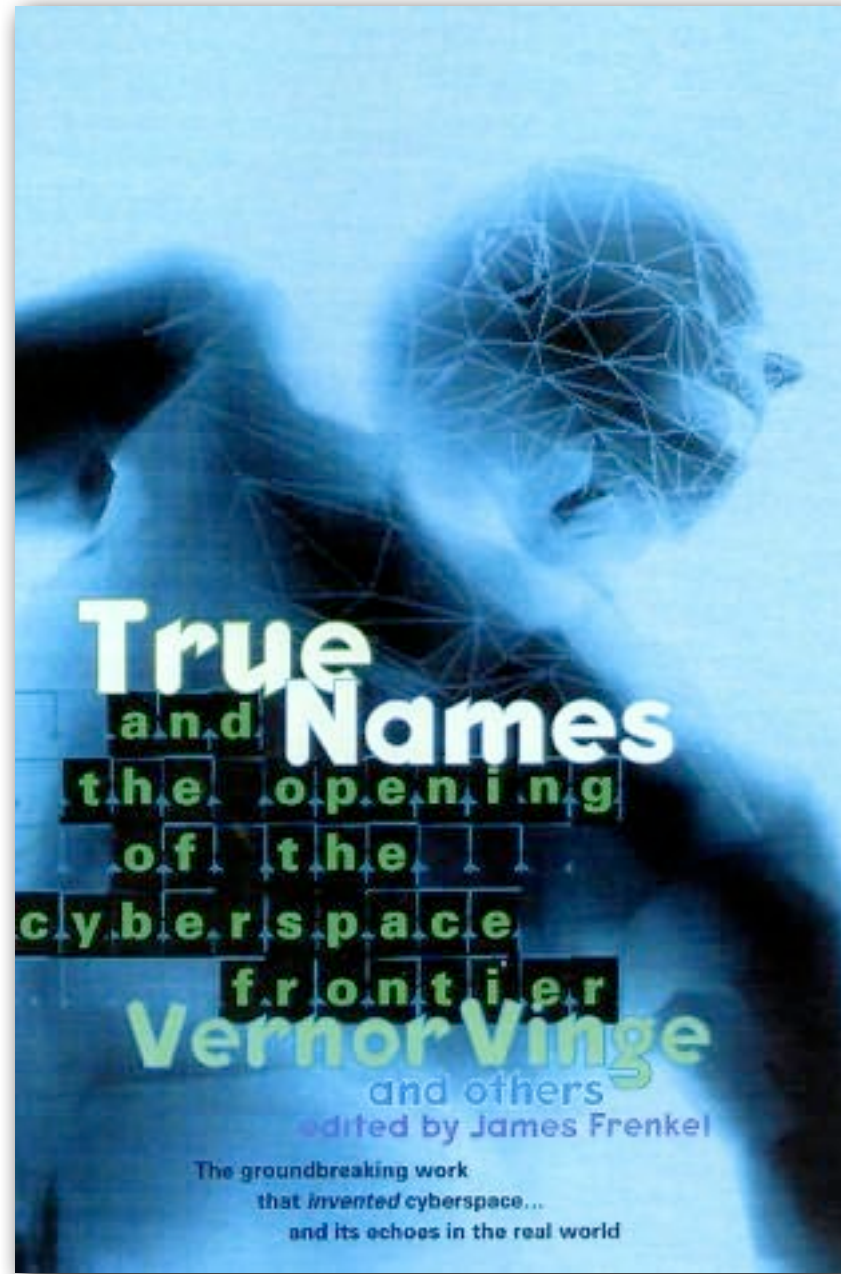
Deus Ex, 2000



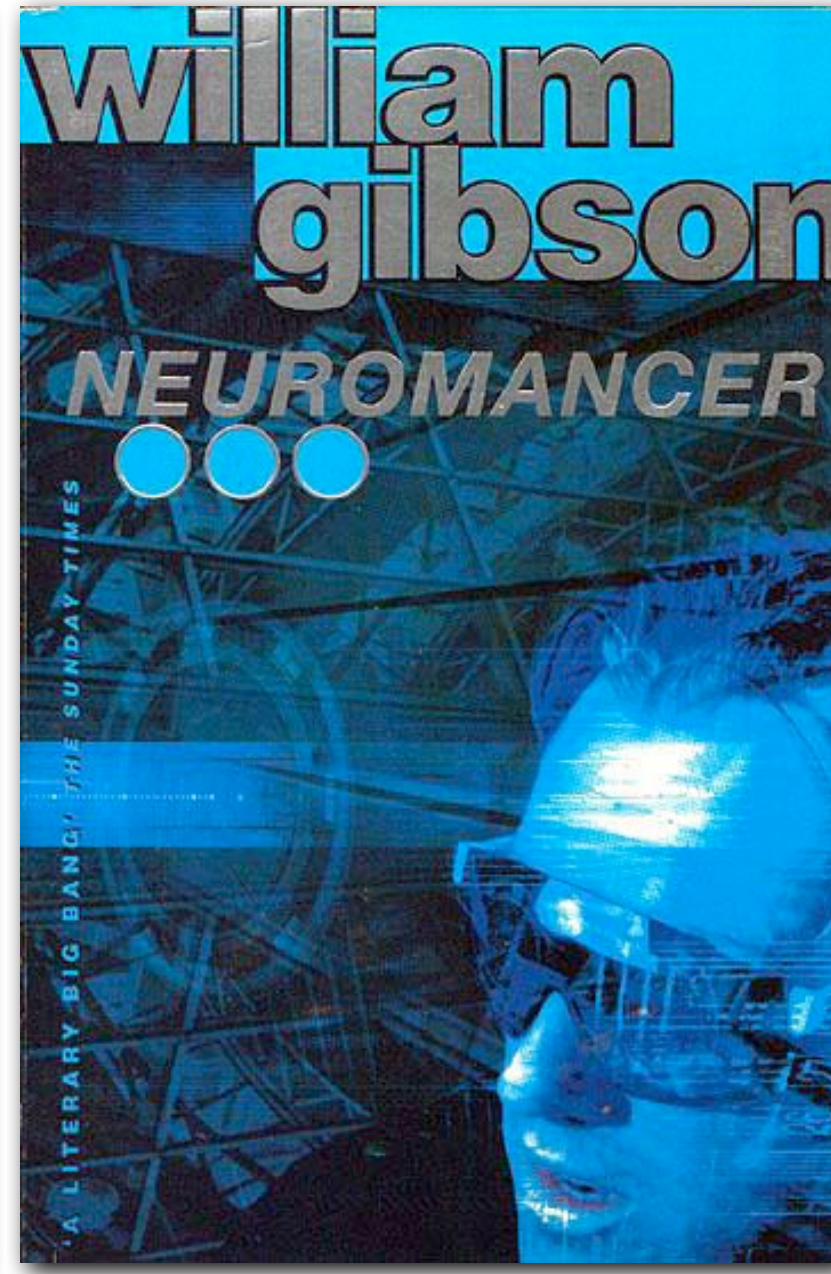
Cyberpunk-Literatur



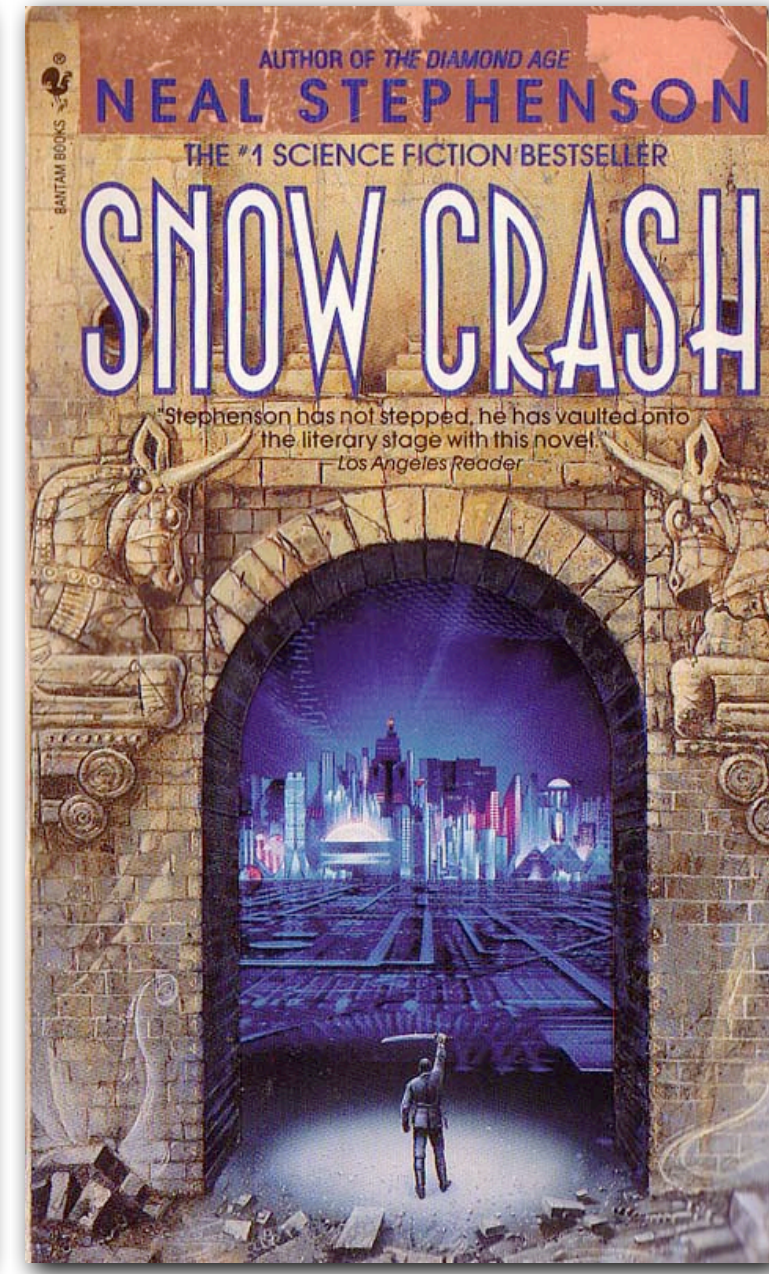
1976



1981



1984



1992

Cyberpunk-Filme

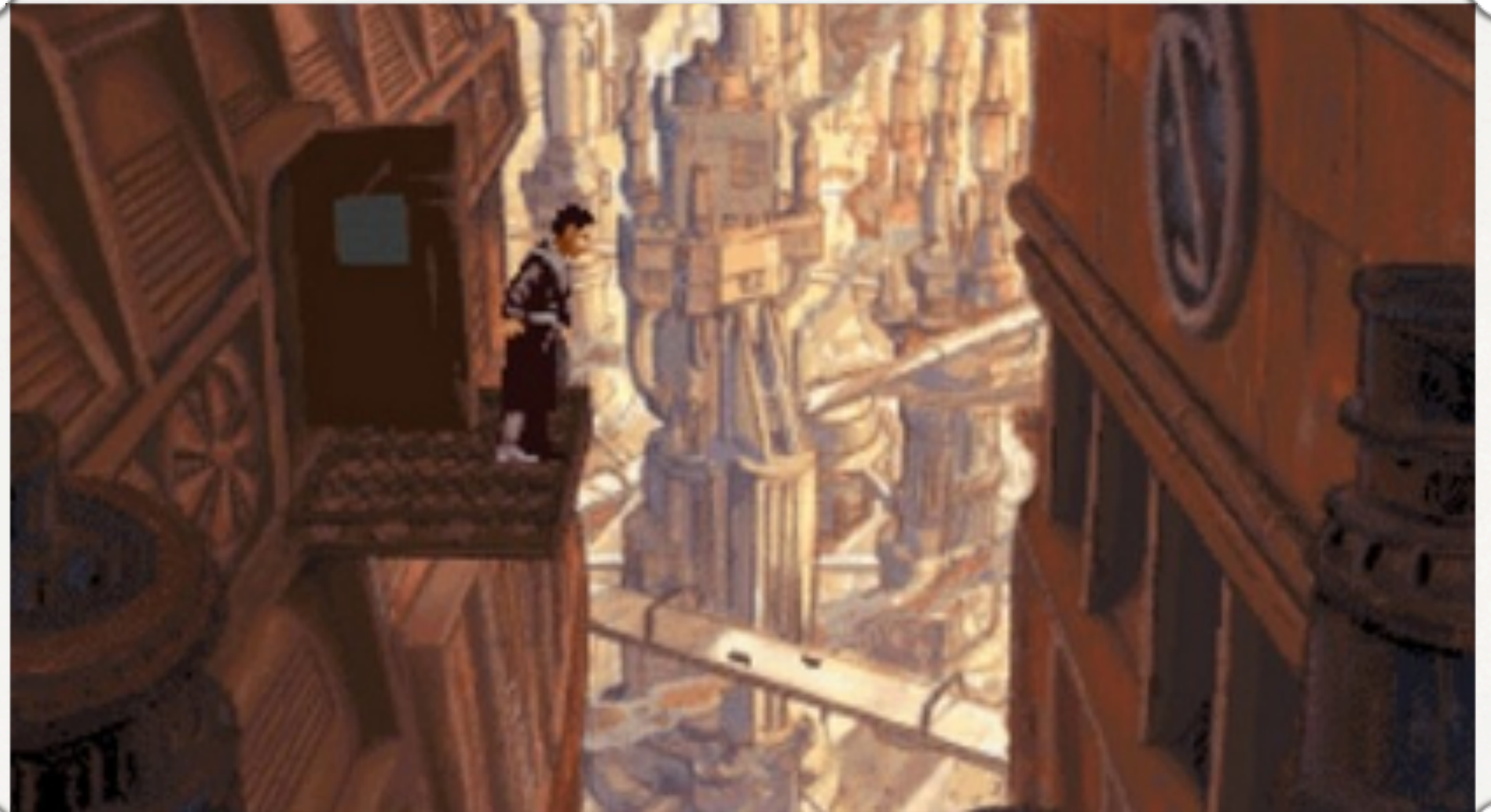
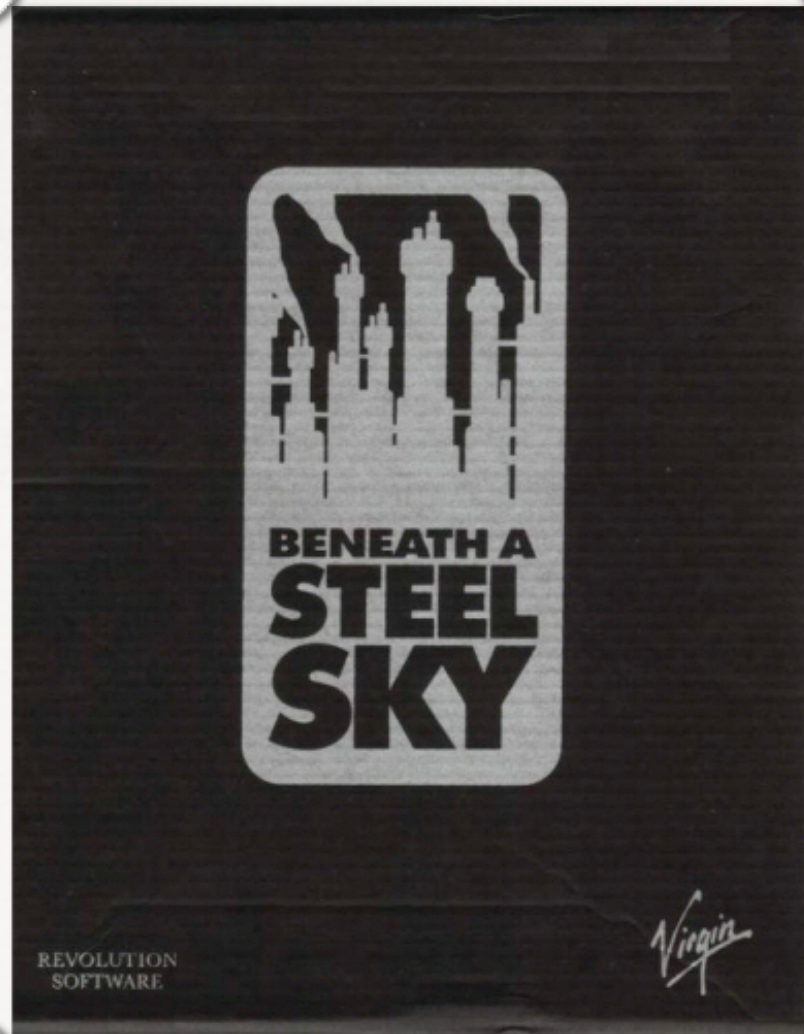


Blade Runner 1982



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



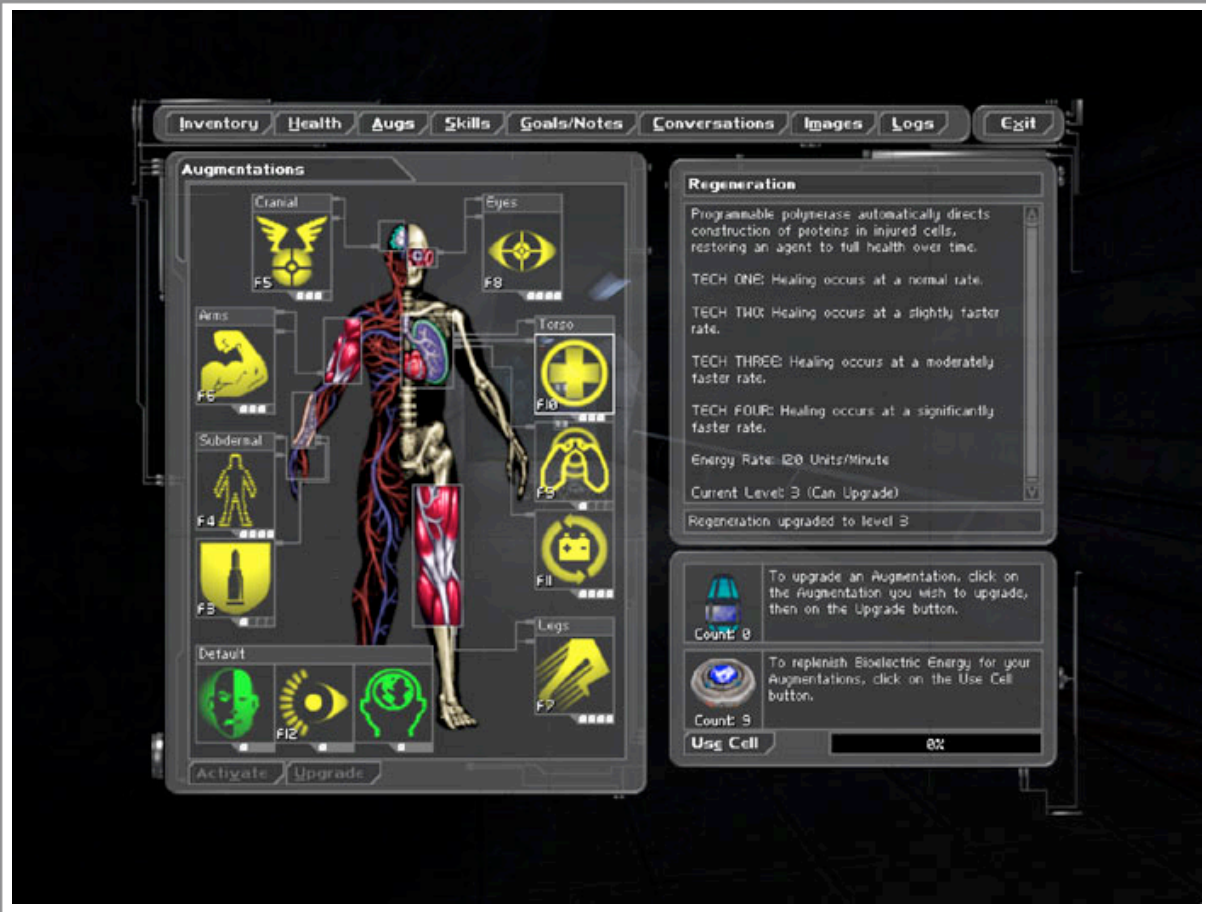
Rollenspiel

Skills / Augmentations

Inventar

Experience Points / Skill Points

Quests



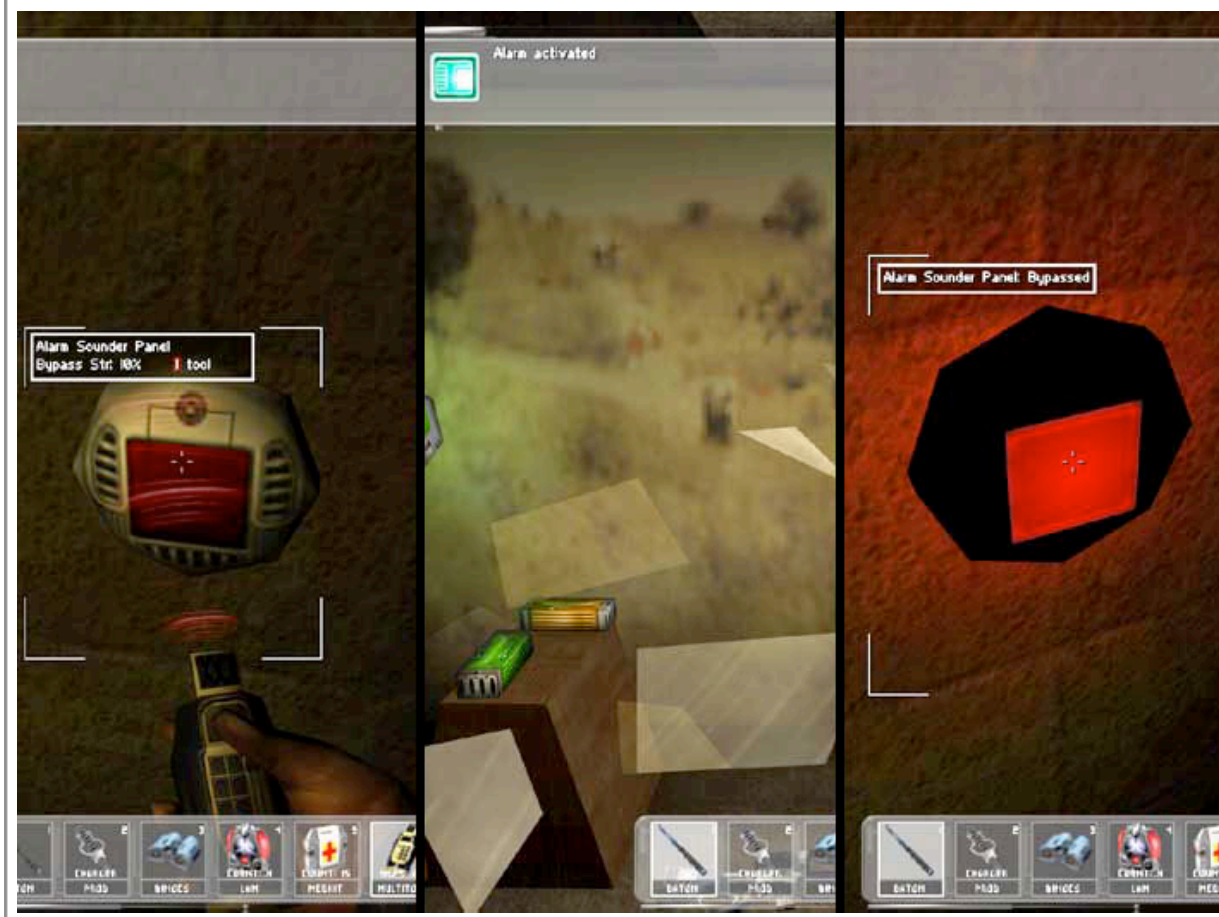
This screenshot shows the 'Skills' interface, which is a table listing various skills and their progression. The table has columns for Skill Level and Points Needed. The skills listed are Computer, Electronics, Environmental Training, Lockpicking, Medicine, Swimming, Weapons: Demolition, Weapons: Heavy, Weapons: Low-Tech, Weapons: Pistol, and Weapons: Rifle. The 'Upgrade' button at the bottom indicates the total 'Skill Points' available, which is 2500.

	Skill Level	Points Needed
Computer	ADVANCED	3750
Electronics	UNTRAINED	1800
Environmental Training	UNTRAINED	675
Lockpicking	TRAINED	3600
Medicine	UNTRAINED	900
Swimming	UNTRAINED	675
Weapons: Demolition	UNTRAINED	900
Weapons: Heavy	UNTRAINED	1350
Weapons: Low-Tech	UNTRAINED	1350
Weapons: Pistol	TRAINED	3150
Weapons: Rifle	ADVANCED	5250

Upgrade Skill Points 2500



Adventure



Rätsel

Dialoge

Alternative Enden