FIRST ENCOUNTER ASSAULT RECON

Publishers: Sierra, Monolith

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Game Theory – October 6, 2007
F.E.A.R Pictures: Game Play

- F.E.A.R – First Encounter Assault Recon
- Platform – Xbox 360, PC, Playstation 3
- $60 at release
- $20 currently
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Plot

- You are part of an elite secret government organization called F.E.A.R.
  - First Encounter Assault Reconnaissance
- You are supposed to find and detain Paxton Fettel, a criminal who has telekinetic abilities and has control over an experimental group of cloned soldiers. Oh, and he also eats people.
- As you play through the story line, you find out about your characters past through the use of telekinetically induced flash backs to your mothers birth.
  - These are typically you walking towards a door wading trough a hallway filled with blood.
Plot
Game Structure

• Mostly linear game play
  – One way to get to the end, but the path you take is not always obvious or it is hard to find
    • Vents aren't always easily visible
  – There are also tiny side missions that you must complete to advance the game play that have seemingly nothing to do with the game
    • Shutting off a fire alarm
    • Booting up a server
Interface

- **Grenades**
  - Max of 3 weapons at a time
  - Shows what kind and how many of each grenade you have

- **Flashlight Power**

- **Health/Shields**
  - Max of 199 health and 99 shields

- **SlowMo**
  - Shows how long your SlowMo will last

- **Ammunition**
  - Shows Bullets in clip/Bullets left

- **Med Packs**
  - Shows what kind and how many of that grenade you have left
  - Shows how many Med Packs you have left. You can carry a maximum of 10
Tutorial

• Tutorial begins in the first part of the game
  – Learn as you play based, tell you what you need to know when you need to know it.
  – Simple design, doesn’t take up much screen space
Graphics
Graphics

- Excellent graphics
  - Fire, Explosions, Blood
  - Lighting is used to add to horror effect of the game.
  - Majority of the game is a dark environment.
  - Stunning use of special effects to make the player feel like they are in the game.
Sound

- **Superb Sound**
  - Dramatic
  - Frightening

- **Environment**
  - Boxes falling
  - Cans on floor
  - Doors Slamming

- **Equipment**
  - Reloads
  - Gun fire
  - Explosions

- **Speech**
  - FEAR Team
  - Special Ops
  - Enemies
Game Play

• Pros
  • Successfully instills fear in the player
    – Cooperative use of sound and lighting
      • Slamming doors
      • Flickering lights
      • Quiet in the background, you never know when something is going to happen
      • Sudden high pitched noise accompany the beginning of a flash back
      • Paxton Fettel whispers things to you throughout the game
  • Dual wield
    – Reload is too quick
    – Can still throw grenade
    – One button for both weapons
  • Slow Mo is not representative of faster reflexes on the players part, but slower environment for all
  • Little things must be done to progress in the game.
    – Rebooting a server
    – Shutting off a fire alarm

• Cons
Summary Slide

Over all, F.E.A.R is a great game which uses most elements of a good game successfully and is one of the only horror/sci-fi games that is actually capable of scaring the player. Its constant action draws in players and the critical placement of surprisingly frightening points in the story line make them jump back in their chair.
Citation

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• Fear Gameplay 2.jpeg: http://www.nvnews.net/reviews/geforce_7900_gtx/images/fear_1b.jpg
Citation

Citation

- Fear Gameplay5.jpeg:
  - http://www.fpsteam.it/img2005/fear/recensione/fear_04.jpg

- Fear Gameplay6.jpeg:
  - http://www.fpsteam.it/img2005/fear/recensione/fear_04.jpg
Citation

• Fear Flash1.jpeg:


• Fear Cover 1

Citation

• Fear Blood
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