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Game Theory

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STATISTICS

- Developed and produced by 2k Games
- Xbox 360 and PC
- Rated M for Mature
- \$59.99



STORY

- Plot
 - Plane crash survivor
 - Failed underwater dystopian society
- Action
 - Mystery and discovery
 - Thrills and frightening moments
- Purpose
 - To be freakin' awesome



STRUCTURE

- Game play is Linear
 - Set beginning and end
 - Story is linear
- Non-linear elements
 - Roaming path through the levels
 - Choices in upgrading weapons and powers (plasmids)



INTERFACE

- Interface fits with aesthetics
- Art deco
- Easy to use and navigate
- Simple mini game



TUTORIAL

- Dynamic tutorial that adjusts to the player
 - Hints are given to players that have difficulties
 - Weapons and powers are introduced in cut scenes
 - Uncommon control scheme



GRAPHICS

- Immersive environments
- High Definition support
- Fluid animations
- Incredible lighting effects
- Art deco style
- Detailed enemies
- “Destroyed Beauty”



SOUND

- Immersive sound
- 5.1 Surround Sound support
- Subtle ambient noises add to experience
- Dialogue between enemies
- Optional audio diaries for additional back story
- Music styles fit the setting and action



GAME PLAY

- Amazing enemy engagements
 - Chose weapons or plasmids
 - Big Daddies and Little Sisters (Boss battles)
- Using the environment
 - Hack turrets, security, and vending machines
 - Light oil on fire, electrify water, melt ice



SUMMARY

- Game play is never boring
- Weapon and powers are satisfying to use and upgrade
- Moral choices affect powers
- Graphics add to the overall experience
- Great sense of tension and suspense





7+
4

Incinerate!

Atlas

RESOURCES

- www.1up.com
- www.wikipedia.com
- Google Images

