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Tyler Owen, Jacob Swanson, and Luis Dibben
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
RESOURCES

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