Half-Life (Video Game)

By Frederic P. Miller

Alphascript Publishing Dez 2009, 2009. Taschenbuch. Condition: Neu. Neuware - High Quality Content by WIKIPEDIA articles! Half-Life is a science fiction first-person shooter video game developed by Valve Software and the company's debut product. First released by Sierra Studios on November 19, 1998, the game was also released for the PlayStation 2 on November 14, 2001. Valve, set up by former Microsoft employees, had difficulty finding a publisher, with many believing that the game was 'too ambitious'. Sierra On-Line eventually signed the game after expressing interest in making a 3D action game. The game had its first major public appearance at the 1997 Electronic Entertainment Expo. Designed for Microsoft Windows, the game uses a heavily modified version of the Quake engine, called GoldSrc. In Half-Life, players assume the role of Dr. Gordon Freeman, a recent graduate theoretical physicist who must fight his way out of a secret underground research facility, whose research and experiments into teleportation technology have gone wrong. On its release, critics hailed its overall presentation and numerous scripted sequences, and it won over 50 PC Game of the Year awards. 184 pp. Englisch.

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