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| [**Genre**](https://en.wikipedia.org/wiki/Video_game_genre) | [First-person shooter](https://en.wikipedia.org/wiki/First-person_shooter) |
| [**Developer**](https://en.wikipedia.org/wiki/Video_game_developer) | [Respawn Entertainment](https://en.wikipedia.org/wiki/Respawn_Entertainment) |
| [**Publisher**](https://en.wikipedia.org/wiki/Video_game_publisher) | [Electronic Arts](https://en.wikipedia.org/wiki/Electronic_Arts) |
| **Platform** | [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360), [Xbox One](https://en.wikipedia.org/wiki/Xbox_One), [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S), [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows), [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5), [iOS](https://en.wikipedia.org/wiki/IOS), [Android](https://en.wikipedia.org/wiki/Android_(operating_system)), [Nintendo Switch](https://en.wikipedia.org/wiki/Nintendo_Switch) |
| **First release** | [*Titanfall*](https://en.wikipedia.org/wiki/Titanfall_(video_game)) March 11, 2014 |

*Titanfall*, the first game in the series, was released for [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) and [Microsoft Windows](https://en.wikipedia.org/wiki/Microsoft_Windows) on March 11, 2014. On April 8, 2014 it released for [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360). The game was mainly multiplayer focused with no real single-player campaign included. Instead, there was a single-player tutorial included that served as a way for the player to learn the mechanics of the game.

**TAITANS FALL 1**