

OFFICIAL GAME LIST SUBTEAM 4

6TH GEN GAMES ([PS2](#)/[XBOX](#)/[GAME CUBE](#))

1997: Tomb Rider 2 (PS2)

1998: Star Craft (PC)

2001: Super Smash Bros Melee (GAME CUBE)

2002: The Elder Scrolls Morrowind (XBOC/PC)

2004: HALO 2 (XBOX)

2006: Wii Sports (Wii)

2007: God of War (PS2)

2007: World of Warcraft (PC)

7TH GEN GAMES ([PS3](#)/[XBOX 360](#)/[Wii](#))

2008: Battlefield Bad Company (PS3/XBOX/PC)

2008: COD 5 World at War (PS3/XBOX/PC)

2008: Fallout 3 (PS3/XBOX/PC)

2008: GTA IV (PS3/XBOX/PC)

2009: COD 6 Modern Warfare (PS3/XBOX/PC)

2009: Uncharted 3: Among Thieves (PS3)

2010: Red Dead Redemption (PS3/XBOX)

2010: Star Craft 2(PC)

2011: The Elder Scrolls Skyrim (PC)



NINTENDO
SWITCH.



SUPER SMASH BROS.™

ULTIMATE

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Savoia – Games:

1) SUPER SMASH BROS Release date: November 21, 2001 Players: up to 8 players

Genre: Action, Fighting, Multiplayer Publisher: Nintendo
Game file size: 16.0 GB

Description:

A followup for the GameCube, *Super Smash Bros. Melee*, released in Japan and North America in late 2001, and in Europe and Australia in May 2002. It had a larger budget and development team than *Super Smash Bros. Brawl* and was released to much greater praise and acclaim among critics and consumers. Since its release, *Super Smash Bros. Melee* has sold more than 7 million copies and was the bestselling game on the GameCube. *Super Smash Bros. Melee* features 26 characters, of which 15 are available initially, more than doubling the number of characters in its predecessor. There are also 29 stages.

It introduced two new single-player modes alongside the Classic mode:

Adventure mode and All-Star mode. Adventure mode has platforming segments similar to the original's "Race to the Finish" mini-game, and All-Star is a fight against every playable character in the game, allows the player only one life in which damage is accumulated over each battle and a limited number of healing items in between battles. Also in *Melee* is the Home-Run Contest mini game, which replaced Board the Platforms in the original game. Here, fighters will have

to send Sandbag out of the stage to get the best distance with a baseball bat while damaging it for ten seconds.

There are also significantly more multiplayer modes and a tournament mode allowing for 64 different competitors whom can all be controlled by human players, although only up to four players can participate at the same time. Additionally, the game featured alternative battle modes, called "Special Melee," which allows players to make many different alterations to the battle, along with alternative ways to judge a victory, such as through collecting coins throughout the match.

In place of *Super Smash Bros.*' character profiles, *Melee* introduced trophies (called "figures" in the Japanese version). The 293 trophies include three different profiles for each playable character, one unlocked in each single-player mode. In addition, unlike its predecessor, *Melee* contains profiles for many Nintendo characters who are either non-playable or do not appear in the game, as well as Nintendo items, stages, enemies, and elements.

2) BATTLEFIELD: BAD COMPANY

Genre Action, Shooter

Platforms: PlayStation 3, Xbox 360, Xbox One **Release date:** 2 June 23, 2008

Publisher: Electronic Arts

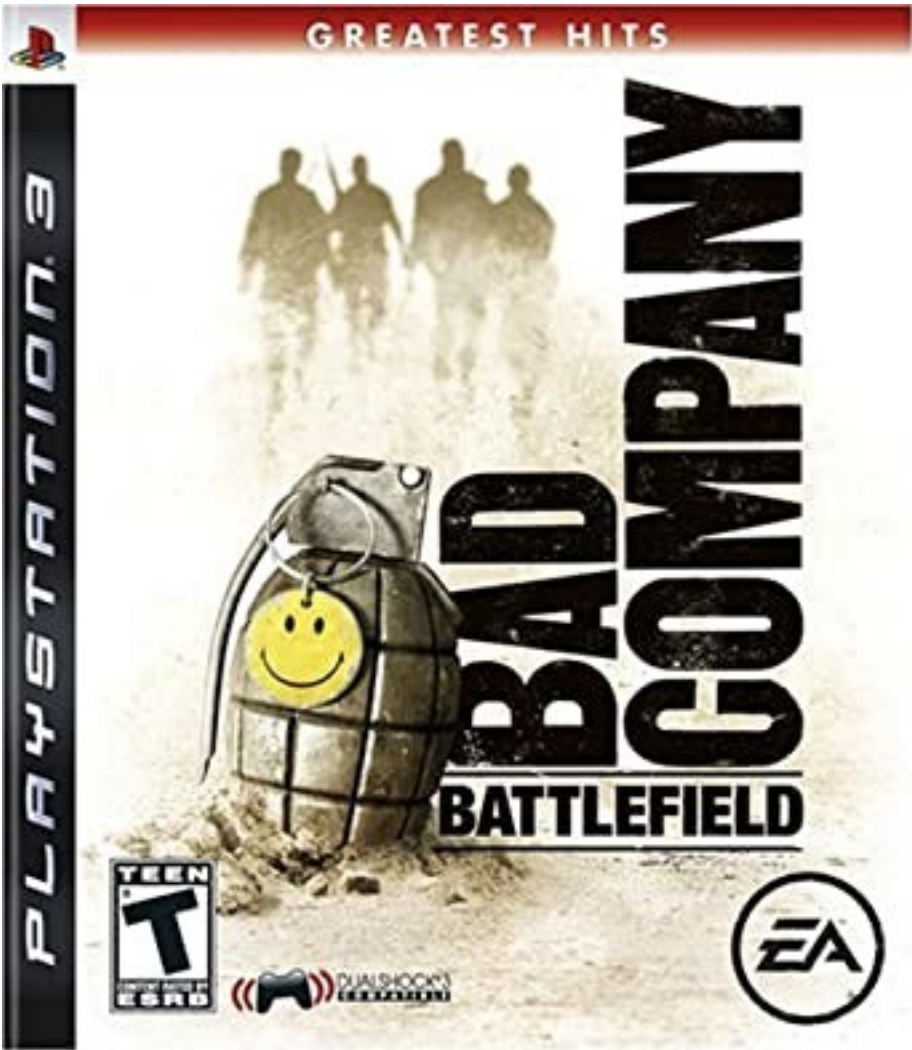
Players: single-player, Multiplayer

Description:

The game was hinted at just before the release of *Battlefield 2*, and announced sixteen months later. A direct sequel, *Battlefield: Bad Company 2*, was released for the PlayStation 3, Xbox 360 and Windows on 2 March 2010. The player controls protagonist Private Preston Marlowe and his exploits to steal gold from mercenaries along with his squad, in the midst of a war between the United States and Russia.

Bad Company is unique in the series in that it was developed for consoles and features a full single player campaign with characters, as opposed to previous titles which were mostly released for Windows and featured warfare focused on multiplayer with large numbers of players. The game also emphasizes squad-based combat, while retaining the vehicular and large scale warfare of the series in multiplayer. The game applies some new features to the franchise, including a highly destructible environment such as blowing walls through houses. DICE

debuted its studio developed Frostbite engine with the game which allows for the high destructibility, and the engine has since been updated to run later titles.



3) COD 5 WORLD AT WAR

Release date: November 11, 2008

Genre: First-person shooter

Platform: Microsoft Windows, Playstation 3 ,Wii, Xbox 360 Publisher: Activision

Players: Single-player, Multiplayer

Description

World at War features more mature themes than previous *Call of Duty* installments and is open-ended, giving the player multiple ways to complete objectives, but otherwise generally plays like previous iterations of the franchise. Players fight alongside AI-controlled teammates. They help during the game's missions by providing cover fire, shooting down enemies, and clearing rooms for entry.

When playing the Wii version of the game, instead of using a normal controller, such as the ones used by the Xbox 360 and the PlayStation 3, an optional gun-like expansion controller known as the Wii Zapper can be used. The Zapper, or Wii Remote and Nunchuk, can be used to aim at targets to fire at them and simulate marksmanship.

The game's return to World War II-era warfare reintroduces weapons and technology. The player gains access to these over the course of the game, but may only carry up to two weapons in addition to hand grenades. Weapons and ammo from fallen foes or friendlies can be picked up to replace weapons in a player's arsenal. Players can also find weapons with additional attachments, including guns equipped with rifle grenades,telescopic sights, and bayonets.

A character can be positioned in one of three stances: standing, crouching, or prone; each affecting the character's rate of movement, accuracy, and stealth. Using cover helps the player avoid enemy fire or recover health after taking significant damage, as there are no armor or health powerups. When the character has taken damage, the edges of the screen glow red and the character's heartbeat increases. If the character stays out of fire, the character can recover. When the character is within the blast radius of a live grenade, a marker indicates the direction of the grenade, helping the player in deciding whether to flee or throw it back at the enemy.

The single-player campaign includes thirteen hidden "death cards", denoted by playing cards attached to makeshift war graves. There is one in each level

(barring those that take place in vehicles); collecting them unlocks cheats for Co-op mode, such as reduced enemy endurance and "paintball mode".



4) CALL OF DUTY MODERN WARFARE 2
Publisher: Activision

Platform: Windows, MacOS, Playstation , Xbox 360, Nintendo DS Genre: Ego shooter

Players: single-player, Multiplayer

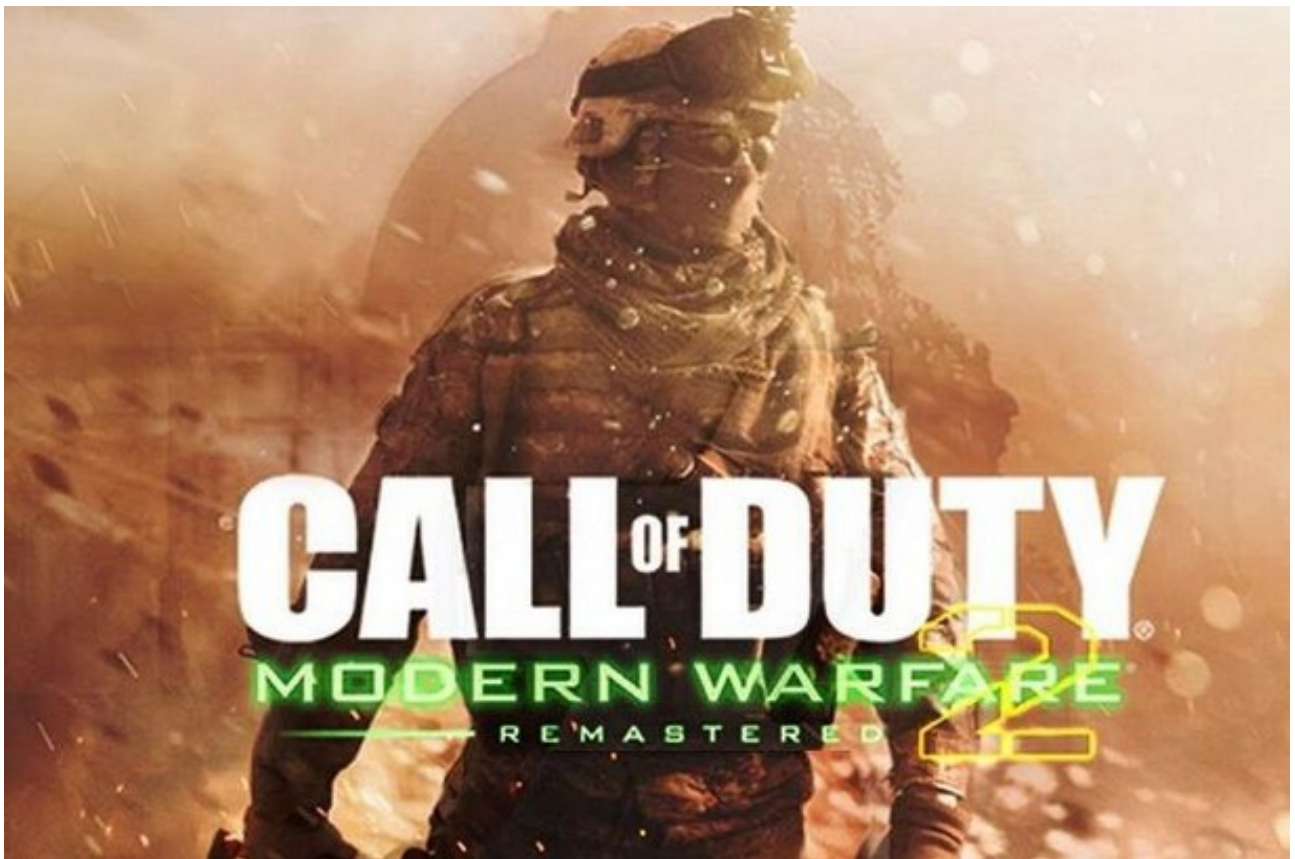
Description:

he game represents the sixth part of the *Call of Duty* series and the direct sequel to *Call of Duty 4: Modern Warfare* which takes place five years later in 2016. The capital expenditures were around \$ 200 million, according to the LA Times, of which \$ 40 to 50 million was spent on game development and the remainder on sales, marketing, and public relations.

In March 2020 a remaster of the game was released for the PlayStation 4 and announced for Windows and Xbox One for April 30, 2020.

The game uses the “IW 4.0” engine developed by *Infinity Ward*, which is a further development of the “IW Engine” used in *Call of Duty 4: Modern Warfare*.

Although *Infinity Ward* relies less on opulent graphics compared to studios such as Epic Games or Crytek, the engine looks contemporary and has the advantage for the player that the hardware requirements are kept lower compared to games like *Crysis*. Among other things, the particle effects have been improved, and the character and weapon models have been upgraded compared to their predecessor.



Albi Geldenhuys

Counter Strike: Global Offensive

Counter-Strike: Global Offensive (CS GO for short) is a competitive first person shooter that was released by Valve on August 21, 2012. The premise of the game is a two-team game wherein one team is composed of terrorists and the other counter-terrorists; the objective being for the counter-terrorists to stop the opposing side from planting a bomb. There are more traditional game modes as well such as deathmatch, however only bomb defusal is used for competitive matches.

Origin

CS GO is the third instalment in the Counter-Strike series, the first being Counter-Strike and the second Counter-Strike: Source. These two games garnered a sizeable player base when they were released (year 2000 and 2004 respectively) which immediately bled over to the nascent esports scene at the time, owing to the competitive nature of the game.

Release

CS GO was a highly anticipated game, the player base having waited for 8 years since the release of CS Source, and it aimed to not only improve graphics (as is traditional in subsequent games in a series) but also bring together the community which had previously split between the two previous games. Upon its release however, the game universally met with criticism. This was due to poor performance and a plethora of bugs, but also a completely foreign "feel" of the game compared to the one of its predecessors which people had grown accustomed to.

Post-release

After its rocky start Valve was determined to not abandon their game and continued to update and patch the game, bringing in new players as well as swaying old ones. But the player base was still relatively small compared to the numbers we see today; it only truly exploded in 2014 with the introduction of skins. Skins are cosmetic weapon finishes which are purchased with real money. This addition brought with it a massive influx of players, most likely because of the novelty they presented in an otherwise bleak game. Skins also introduced an entire micro-economy surrounding the game because one would be able to trade these skins with other players as well as sell them on the Steam (digital video game distribution platform owned by Valve) market. With a large player base, it was only natural that the corresponding esports scene exploded, with

many tournaments taking place and record-breaking viewership of all CS GO events.

Legacy

CS GO has undoubtedly left its mark on the gaming scene. It might not have been very innovative in terms of technology, but it catapulted esports into the mainstream for the first time with the popularity of its tournaments, rivalling those of traditional sports. It is still highly popular today, being the most played game on Steam at almost any given moment, and consistently being in the top viewed categories on Twitch. It has also set the standard for competitive fps being one of the very first to have defined the genre.

Images to use:





Albi Geldenhuys

Starcraft 2

Starcraft 2 is a real-time strategy (RTS) game made by the game industry giant Blizzard Entertainment which released on July 27, 2010. Competitive matches are played in a 1v1 format where the objective is to destroy all the other player's structures (he can however concede before this). To do this one collects resources to be able to build military units that can beat

the opposing force and prevail. There are 3 races the players can choose from, which are: terran (human), protoss, and zerg.

Origin

Starcraft 2 is the sequel to Starcraft which released in 1998. Starcraft 1 could be said to be a monumental game because it effectively started the esports scene; it had major success in south korea where the Starcraft became a household name, and where matches were broadcast on live tv. Notoriety was not limited to Asia and it also became a favourite of the burgeoning esports community at home in the west.

Release

Starcraft 2 released a full 12 years after its predecessor and the anticipation for its release was immense, and for the most part it lived up to it. As usual veterans of the previous instalment were sceptical at first, but after having tested out the improvements that had been made most of the players switched to the sequel. Starcraft 2 however never really had the same success in Korea as the first one, which still to this day has a firm grip on the Korean esports scene. It attracted a much larger player base in the west because it was much more accessible to newer players than the original and it had many quality of life improvements which made playing it more engaging.

Post-release

Following its release Starcraft 2 attracted the competitive RTS community thanks to its affinity to esports. In fact, it was the game which spearheaded the esports movement being the most viewed game on Twitch when the streaming platform was still in its beginnings. Player counts were highest at the start of its life, the hype surrounding the game spurring on people to try it out, but because of the difficulty surrounding RTS games in general it was only natural that the number of players would decrease over time. After its initial release, the game received two expansions which were both well- received, but which did not increase the player base substantially. It got revitalized in 2017 when it went free-to-play attracting many people who might have been on the fence about getting the game. The game has been refined over the years and is currently in a very healthy state in terms of gameplay.

Legacy

Starcraft 2 played a vital role in establishing the esports scene and for that gamers owe it a huge debt. It has also been the golden standard for modern RTS games to which all others will be compared. From now until a hopeful release of Starcraft 3 it will most certainly be a mainstay of the strategy landscape.

Images to use:





Albi Geldenhuys

World of Warcraft

World of Warcraft (WOW) is a MMORPG (Massively Multiplayer Online + Role Playing Game) made by Blizzard Entertainment and released on November 23, 2004. It immerses in you in a fictional world called Azeroth in which you can do quests, kill monsters, adventure, all while cooperating and sometimes fighting with other people. The payment model for this game is different from others that came before it: it follows a subscription-based model.

Origin

World of Warcraft has its origins in the Warcraft RTS series by Blizzard. Following the success of the series blizzard wished to have more creative freedom to be able to explore the Warcraft universe, finding the RTS genre not very suited to such endeavours. They then got inspired by the newly released EverQuest (another MMORPG) and decided that the MMO genre would be best suited for players to delve into the lore of Warcraft.

Release

The release of WOW was eagerly awaited by many thanks to the notoriety of the Warcraft series as well as some effective marketing. Upon release it was met with great success considering that at the time not many people had good active internet connection to be able to consistently play the game. It also received great reviews and little criticism, a testament to its quality. It was intended to be a casual MMORPG contrary to others on the market, planning to attract many new players.

Post-release

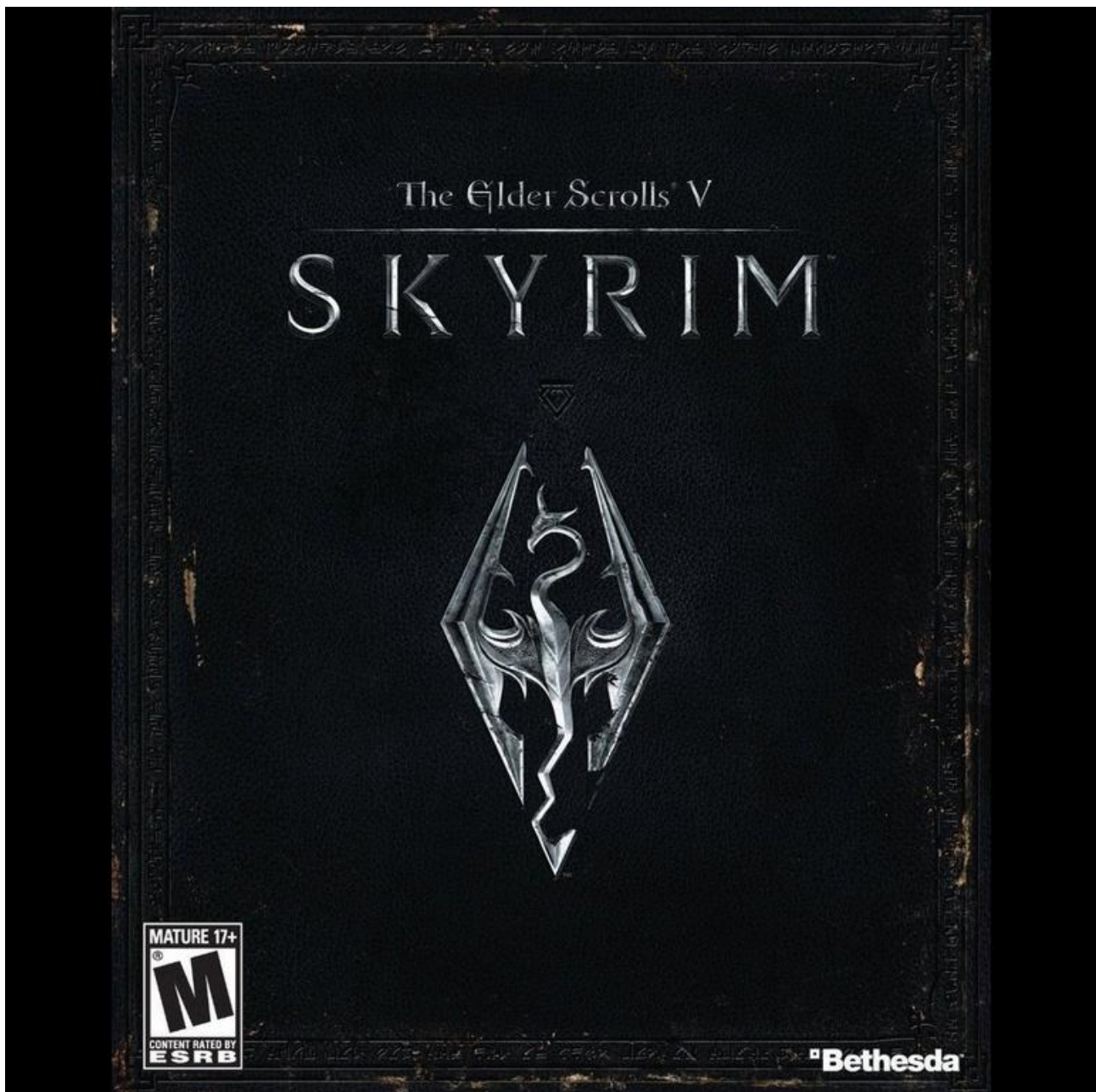
Only 2 years after its release WOW had reached 3 million monthly subscribers, an unprecedented number at the time, but which would ultimately be dwarfed. The game receives on average an expansion every four years; the first two met with great success, while the others were quite heavily criticised as straying from the original vision of the game. The peak player count was reached during the second expansion Wrath of the Lich King with 12 million subscriptions. After this expansion the player base shrunk, owing to the sub-par expansions and other competing MMO's. Nowadays the number of subscribers usually hovers around 4 million.

Legacy

For many people WOW constituted an entry into the MMORPG genre and is what got them interested in it in the first place. Even if today it is not as popular as it once was, it still retains a large player base and is a constant in any MMO fan's library, to which he will someday return. World of Warcraft was the game that popularised the MMO genre and even brought it to mainstream attention. It certainly pushed the game industry in a more internet orientated direction compared to the LAN days that preceded it. For better or worse it influenced the gaming scene and gaming culture in general, completely altering its landscape.

Images to use:





Game: Release date: Developers: Genre: Platforms:

Ntwali's Games

The elder scrolls V skyrim

November 11, 2011

Bethesda Game studios, Iron Galaxy Action Role playing Games

PS4, Xbox1, PS3, Xbox360, Windows PC

1 Description

The Elder Scrolls V: Skyrim, the 2011 Game of the Year, was a highly anticipated chapter of the Elder Scrolls saga. Developed by Bethesda

Game Studios, which was also named the 2011 Studio of the Year, the same studio that brought us Oblivion and Fallout 3. Skyrim reimagined and revolutionized the open-world fantasy epic, bringing to life a complete virtual world open for you to explore any way you choose. The game's main story revolves around the player's character, the

Dragonborn, on their quest to defeat Alduin the World-Eater, a dragon who is prophesied to destroy the world. The game is set 200 years after the events of Oblivion and takes place in Skyrim, the northernmost province of Tamriel. Over the course of the game, the player completes quests and develops the character by improving skills. The game continues the open-world tradition of its predecessors by allowing the player to travel anywhere in the game world at any time, and to ignore or postpone the main storyline indefinitely. Skyrim received awards from numerous

gaming sites and publications, and has been considered to be among the best video games of all time. IGN and GameSpot named Skyrim "PC Game of the Year". It also received GameSpot's "Readers' Choice" award. The game received the "RPG of the Year" award from Spike TV, IGN, X-Play, GameSpot and GameSpy. It received "Overall Game of the Year" wins from Spike TV, Giant Bomb, X-Play, Machinima.com, GameSpot, 1UP.com, Game Revolution, GameSpy Joystiq and the Interactive Achievement Awards. to name a few



Game: Release date: Developers: Genre: Platforms:

Halo 2

November 09, 2004

Bungie inc, Microsoft studios

First person shooter

PS4, Xbox1, PS3, Xbox360, Windows PC

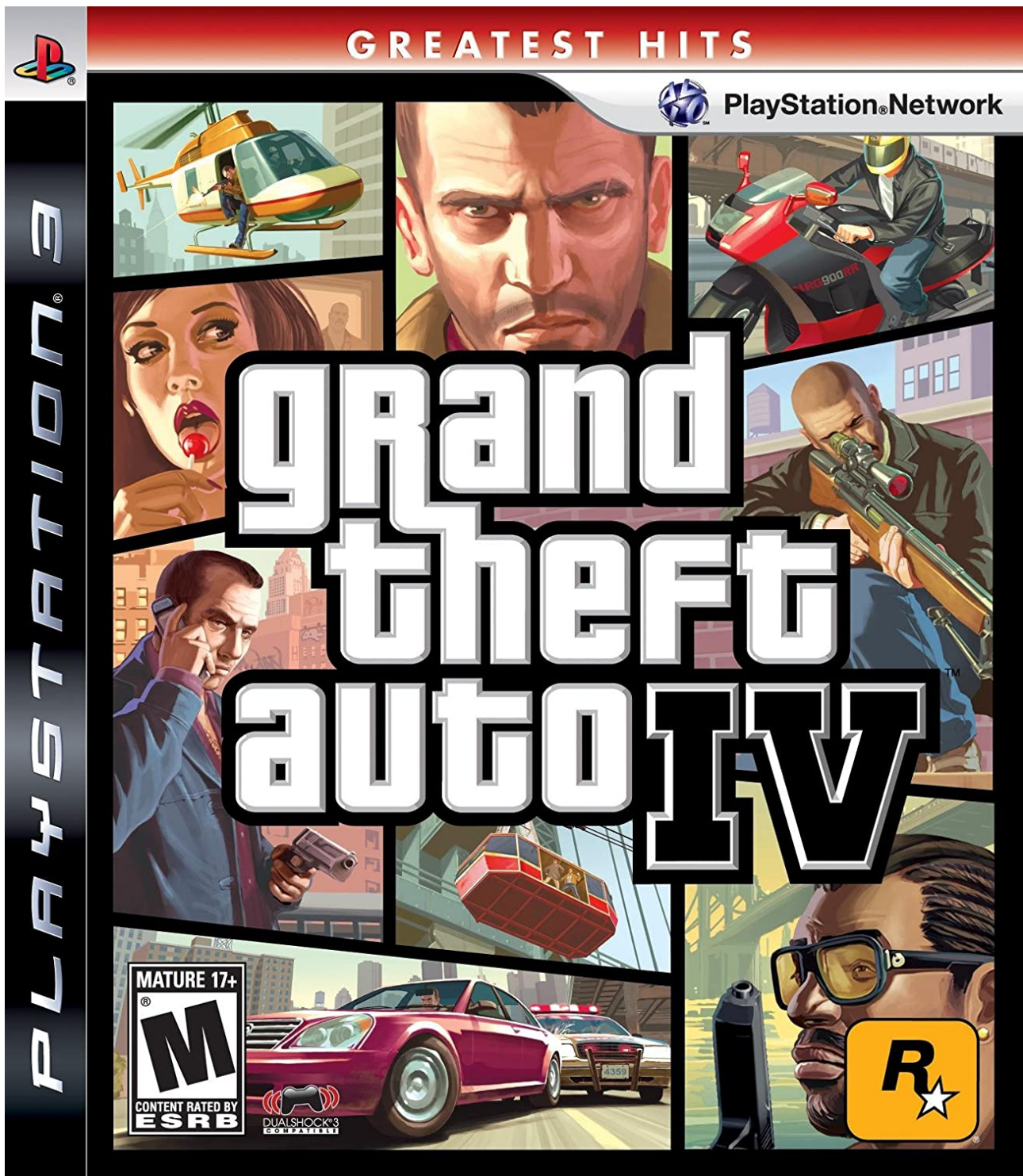
2 Description

Halo 2 is a first-person shooter video game developed by Bungie Studios for the Xbox video game console and is forwards-compatible with the Xbox 360. It is the sequel to Halo: Combat Evolved and features a newly built graphics engine as well as many new gameplay elements. Storywise, Halo 2 develops the struggle between the United Nations Space Command, Covenant, and the Flood during the Human-Covenant War in the fall of 2552. The game is one of the most successful and actively played video games for the original Xbox console, with 8.46 million copies sold as of November 2008. Despite this, the game's online servers,

along with all other original Xbox LIVE services, were discontinued on April 15, 2010.

In Halo 2's campaign story, the player assumes the roles of both the human Master Chief and the alien Arbiter in a 26th-century conflict between the human United Nations Space Command, the genocidal Covenant, and the parasitic Flood. After the success of Combat Evolved, a sequel was expected and highly anticipated.

Halo 2 received critical acclaim upon release. On review aggregate site Metacritic, the Xbox version has an overall score of 95 out of 100. Halo 2 won multiple awards from the Interactive Achievement Awards (now known as the D.I.C.E. Awards), including "Console Game of the Year", "Console First Person Action Game of the Year", "Outstanding Achievement in Online Gameplay" and "Outstanding Achievement in Sound Design", as well as a nomination for "Game of the Year". According to Xbox.com, the game has received more than 38 individual awards.



Game: Release date: Developers: Genre: Platforms:

GTA IV

April 29, 2008

Rockstar Games action-adventure

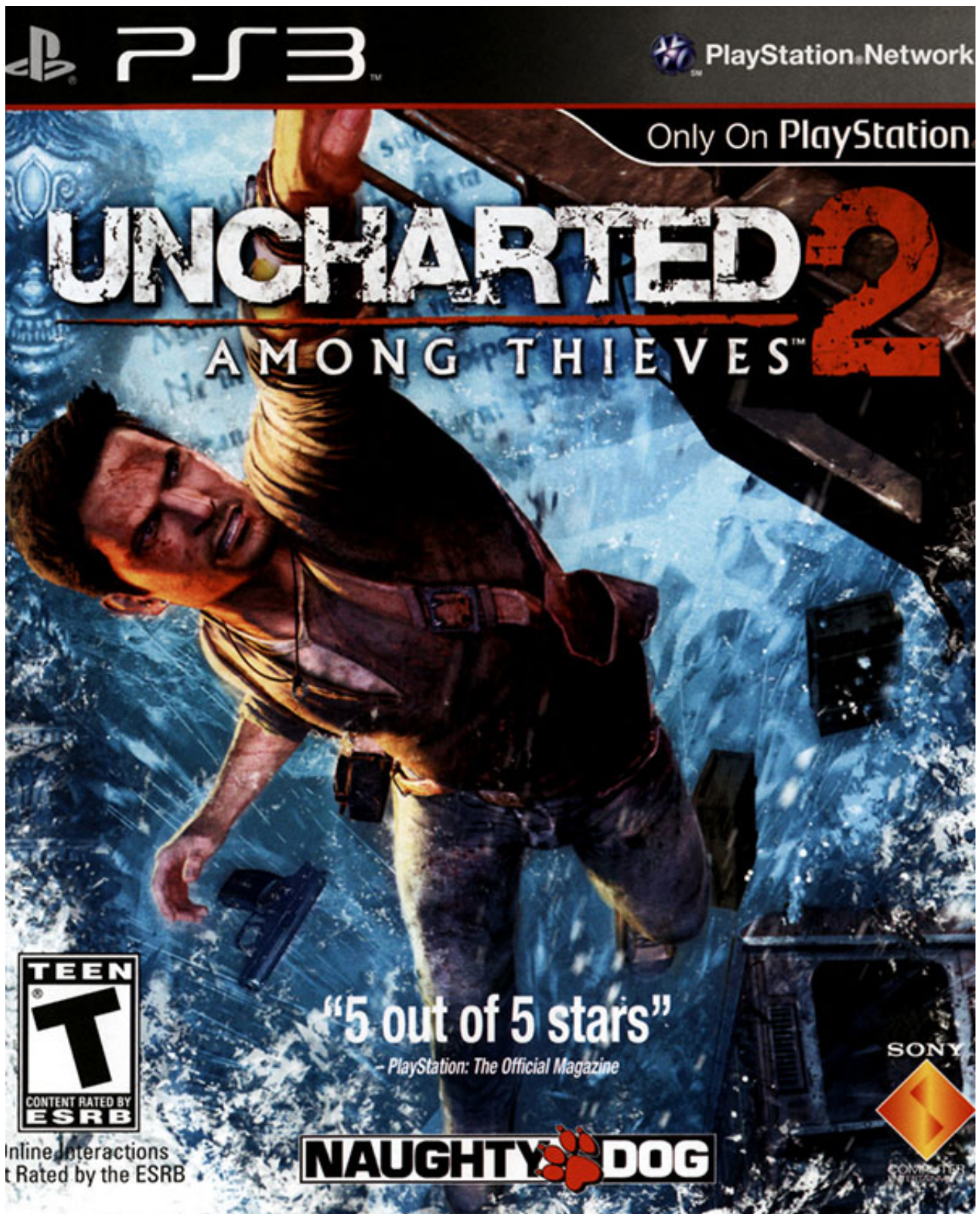
PS3, Xbox360, Windows PC

3 Description

Grand Theft Auto IV is a 2008 action-adventure game developed by Rockstar North and published by Rockstar Games. It is the first main entry in the Grand Theft Auto series since 2004's Grand Theft Auto: San Andreas. Set within the fictional Liberty City, based on New York City, the single-player story follows Eastern European war veteran Niko Bellic and his attempts to escape his past while under pressure from loan sharks and mob bosses. The open world design lets players freely roam Liberty City, consisting of three main islands.

Grand Theft Auto IV follows the story of Niko Bellic; Before the events of the game, he fought in the Bosnian War as a teenager, was betrayed by one of the members and is now obsessed with getting revenge. After fighting in the war, bad circumstances led him to work for Ray Bulgarin in human trafficking, which ended with Niko being blamed for a sinking ship and leaving Europe to escape Bulgarin's wrath and power. he made the decision to move to Liberty City, where his cousin Roman claimed to be living a life of luxury (as well as to hunt down one of the two suspected traitors, Florian Cravic). the game also featured an online mode where players could commit warcrimes together

Grand Theft Auto IV was widely anticipated and released to critical acclaim. Metacritic, which assigns a normalised rating in the 0–100 range, calculated an average score of 98, indicating "universal acclaim". It is the second-highest rated game on the site, only behind The Legend of Zelda: Ocarina of Time and tied with several other games. Reviewers heavily praised the game's narrative, open world design and combat system. Hilary Goldstein of IGN felt that the game "sets a new benchmark for open-world games", and Andrew Reiner of Game Informer wrote that the game "completely changes the landscape of gaming".



Game: Release date: Developers: Genre: Platforms:

Uncharted 2: Among thieves october 13, 2009

Rockstar Games

third person shooter Playstation exclusive

4 Description

Uncharted 2: Among Thieves is a 2009 action-adventure game developed by Naughty Dog and published by Sony Computer Entertainment. It is the second game in the Uncharted series, and was released in October 2009 for PlayStation 3. Set two years after the events of Drake's Fortune, the single-player story follows Nathan Drake, who partners with Chloe Frazer and Elena Fisher, as they search for the Cintamani Stone and city of Shambhala, whilst battling a mercenary group led by war criminal Zoran Lazarević.

Set two years after the events of Drake's Fortune, Among Thieves follows Nathan Drake and Chloe Frazer as they search for the entrance to the lost city of Shambhala and the fabled Cintamani Stone in a race against Serbian war criminal Zoran Lazarević and his army of mercenaries.

The first publication to review Uncharted 2 was the French edition of PSM3. In their review, they called the game "Long, visually stunning, deep and explosive, Uncharted 2 combines all the qualities you can find in a videogame, and more! A new milestone has been reached in the videogame history." The magazine awarded the game 21/20, a score that was reached five years prior by Grand Theft Auto: San Andreas. PlayStation: The Official Magazine awarded the game a perfect score. In their review, they stated, "Forget Game of The Year. This is one of the greatest games of all time!"] The UK edition of the magazine also gave the game a perfect score, named it the 2nd best PS3 game of all time, while readers of the same magazine voted it the greatest PlayStation title released.

God of war PS2

Wii sports

Hitman

Fallout 3

Red dead redemption

God of war PS2:

God of war 2, also known as God of war divine.

Developed by: SCE Santa Monica, California.

Directed by: Cory Barlog
Produced by: Steve Caterson
Release date: 13/03/2007.

Kratos, the new God of War, loses the favor of Olympus and is disowned by Zeus. Refusing to surrender, the Spartan begins a journey to change his destiny and satisfy his revenge with the brutality that characterizes him. After defeating Ares (becoming the new god of war), Kratos found a new family among spartan warriors, destroying city after city with them. But the gods' anger grew every time this happened, eventually leading to the moment when Zeus, afraid of ending like Ares did, betrays Kratos, taking his powers away and slaying him afterwards. But this wasn't the end of our protagonist: while being taken to the Underworld, Gaia gives Kratos an opportunity for revenge, which he accepts, escaping hell. Throughout the game, we see Kratos travel to different destinations, killing different mythological creatures on his path to revenge against Zeus. This is something that did not happen until the third game was released, ending the Greek gods era for the series.

When compared to the previous game of the series, God of War 2 brought new objects, attacks, weapons and powers, making the gameplay far more diverse.

Winning the best game of the year in 2007, this "hack and slash" is by many considered one of the best in history, with some of the most violent and bloody fights in the saga, and multiple puzzle/platform stages.

Wii Sports:
Wii Sports
Developed by: Nintendo, Japan
Produced by: Shigeru Miyamoto Katsuya Eguchi
Release date: 19/11/2006

Wii Sports is, as its name says, a sports game; to be more precise, a simulator. The 5 sports included are: tennis, baseball, bowling, golf and boxing (all of them with simplified rules, to make them easier to play for new players). The console controller is used to mimic the movements made in the real sport, such as swinging a tennis racket or a baseball bat. The player would win or lose skill points based on the performance in the game. The total points that you have in that sport are shown in a graphic, and once you reach 1000 points in a sport, you get the rank of "professional".

All the sports had a multiplayer mode, with each player having their own controller (except for bowling and golf, where you could change it with the other players based on whose turn it was). 3 out of the 5 sports had 4 players as the maximum, while boxing and baseball (the 2 left) allowed only 2.

Wii allowed you to create a Mii, an avatar that you could use during the games. Apart from your own/your friend's avatar, the characters controlled by the console were also created Mii's.

Wii Sports was the first title in the series of the Wii Games, which makes it a key factor to the success of the console. It's also important to mention that apart from many awards such as best sports game, most innovative game, etc, Wii Sports is one of the best selling games in history

Hitman:

Hitman

Developed by: IO Interactive, Denmark

Release date: 11/03/2016

Hitman is a third person action-stealth game where you get to play as Agent 47. This man is a trained assassin, who is sent to different destinations around the world to eliminate the target given to him. As the player, you have multiple ways to assassinate the objective and complete the mission: from blending in and making the death look like an accident, to staying far from range and use a rifle. The game also shows its complexity by giving you different ways of approaching the target: for example: you could hear a phone call to get extra information of where the objective will be.

What makes Hitman special: this game is the 6th to enter the Hitman game series, and it showed a big gap with its predecessors in many ways. Of course, there is an easily noticeable change in the graphics, but it's the gameplay what makes it so much better: bigger maps, better AI stopping you from completing the missions and the complexity in the different approaches are some of the factors that made such a gap with older games of the serie.

Fallout

Fallout 3

Developed by: Bethesda Game Studios, USA

Directed and produced by: Todd Howard

Release date: 28/10/2008 (North America)

Fallout 3 is a first person, post-apocalyptic action role-play open world video game. It takes place in the year 2277, 200 years after a war between USA and China that lead to a nuclear apocalypse, in a scaled region consisting of the ruins of Washington, D.C. In the game, you play as an inhabitant of a vault created to protect people from the nuclear fallout. You venture out into the map looking for your father, who disappeared under mysterious circumstances. You try to complete his work, but throughout the game, you face the Enclave, the corrupt remnants of the former U.S government that seek your father's job to use it for their purposes.

This video game marks a major shift in the series, switching from its old 2D graphics with turn-based combat to the new 3D graphics and real-time combat, completely changing the series' style and game play forever. It won multiple awards from different websites and game journalists, and is considered one of the best video games of all time, making it to lists like "Best Video and Computer Games of the Decade" from IGN.

Red Dead Redemption:

Red Dead Redemption

Developed by: Rockstar San Diego, USA

Produced by: Steve Martin, Josh Needleman and David Kunkler

Release date: 18/05/2010

Red Dead Redemption is an action open world set in the year 1911, in the 'old west' (USA) . We play as John Marston, a former bandit whose family is taken hostage by the government, forcing him to work as a hired gun. In terms of gameplay, it includes many features that make it both more complex and interesting : the open world is interactive, with many NPCs having side quests, or the ability to buy/sell objects with the player, and the gunfights are based on a gunslinger's mechanics, giving you the "deadeye" ability (slows time down while aiming) or the duels. The player also had a constant choice between being a good man or not, showed in a "morality" bar that changed based on your actions.

The game took more than 5 years to be fully developed, becoming one of the most expensive games ever made. But this came with its benefits, since Red Dead Redemption achieved realism rarely seen at this point of video games history . This was due to both the open world itself (the map and its interactions) and the motion capture used for the characters. It lead to the game winning many Game Of The Year awards and ranking among the greatest of the 7th video game generation.