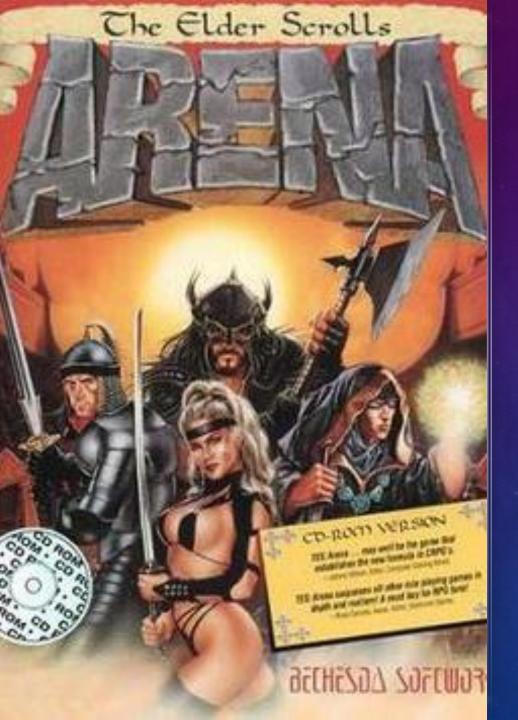


# Zenila (September 1988)

## Bethesda SOFTWORKS a ZeniMax Media company







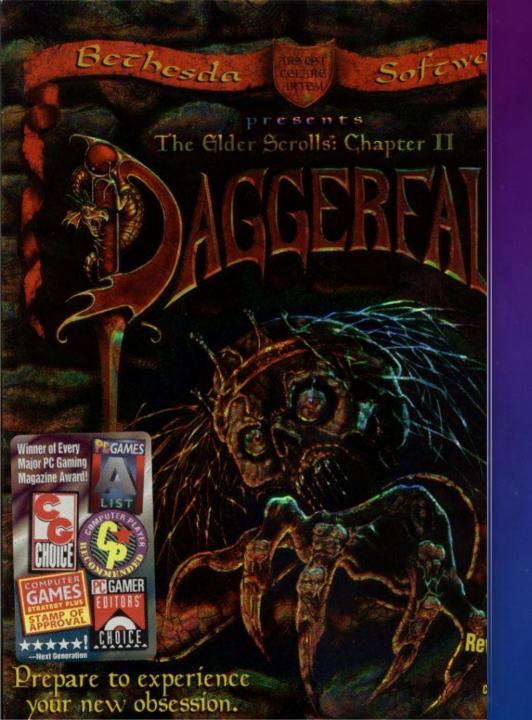
### THE ELDER SCROLLS I: ARENA 1994

Ambitious project

• Early 3d design

 First of its kind to give the player freedom to do what they want





ELDER SCROLLS II: DAGGERFALL
1996

Increased attention to RPG elements

One of the larges videogame maps ever



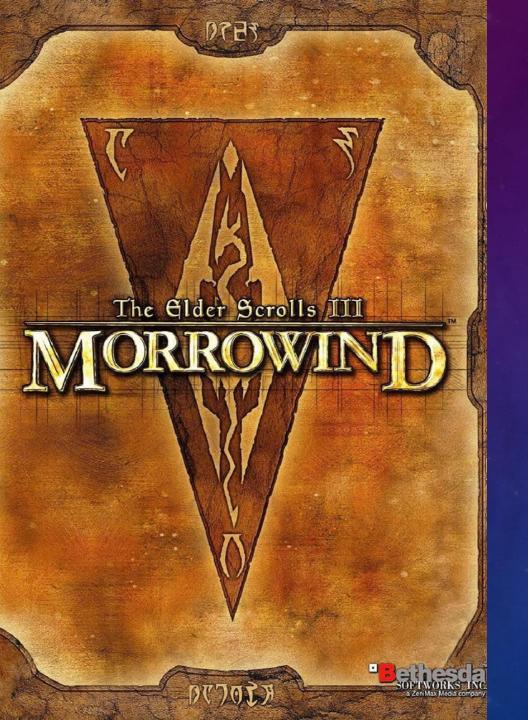


#### BATTLESPIRE & REDGUARD

• Did not sell well

Not very notable games

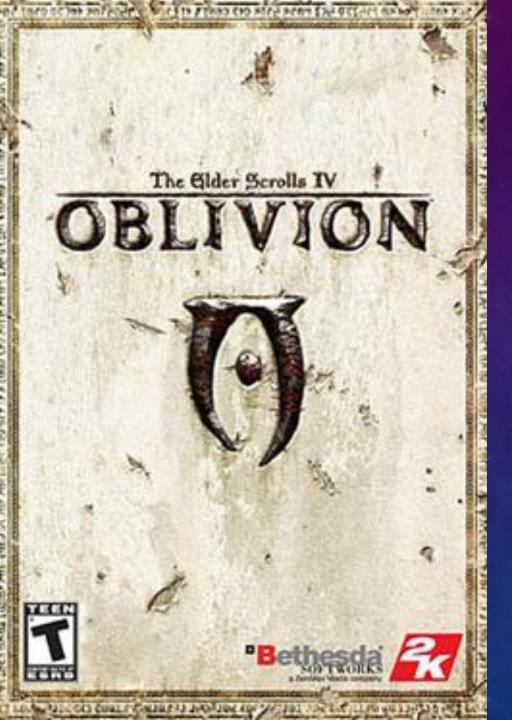




### ELDER SCROLLS III: MORROWIND 2002

- Saved them from having to shut down the studio
- Their first game put on consoles
- A fan favorite

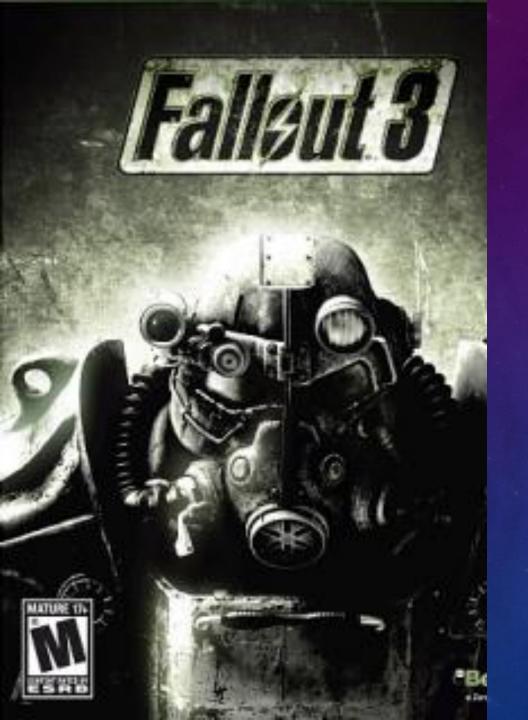




### ELDER SCROLLS IV: OBLIVION 2006

- Opertunity to learn how to optimize games for consoles
- Procedural generation landscapes mixed with hand crafted environments
- Not enough staff for such a large project
- 10 11 voice actors with over 70,000 lines of dialog that couldn't fit onto the disk

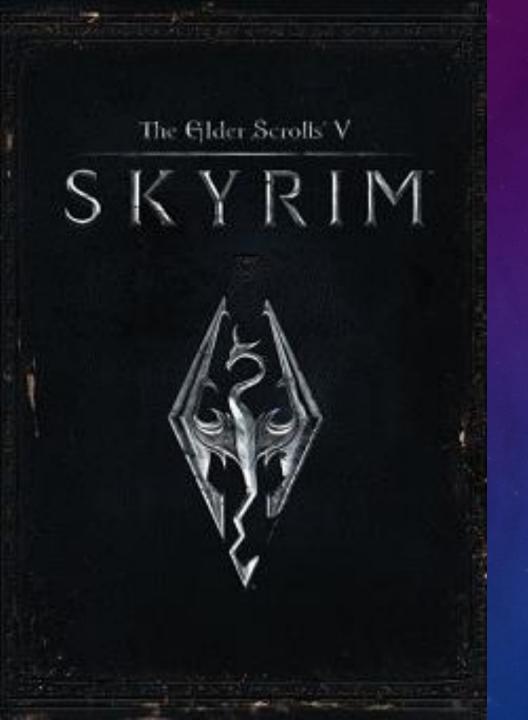




FALOUT 3
2008

Their first fallout game

• Gun combat was new to Bethesda



ELDER SCROLLS V: SKYRIM
2011

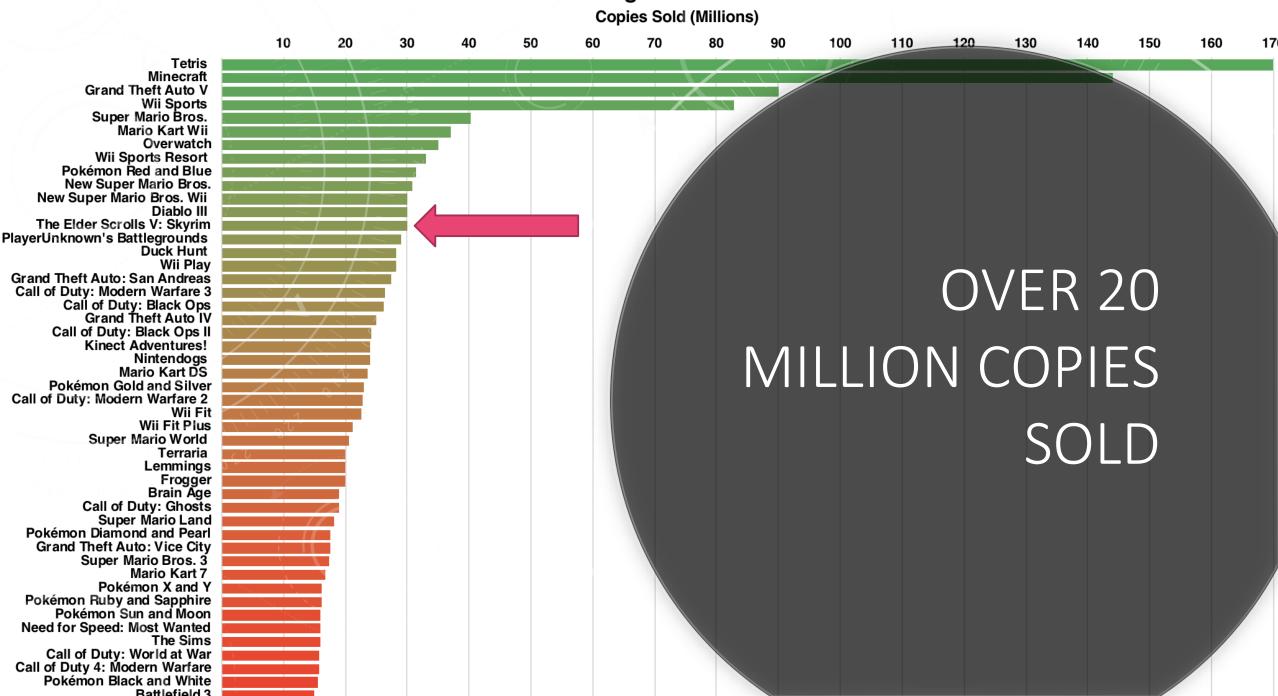
Most popular game to date

Top 20 best selling games of all time

Developed a large modding community



#### 50 Best-Selling Video Games of All Time



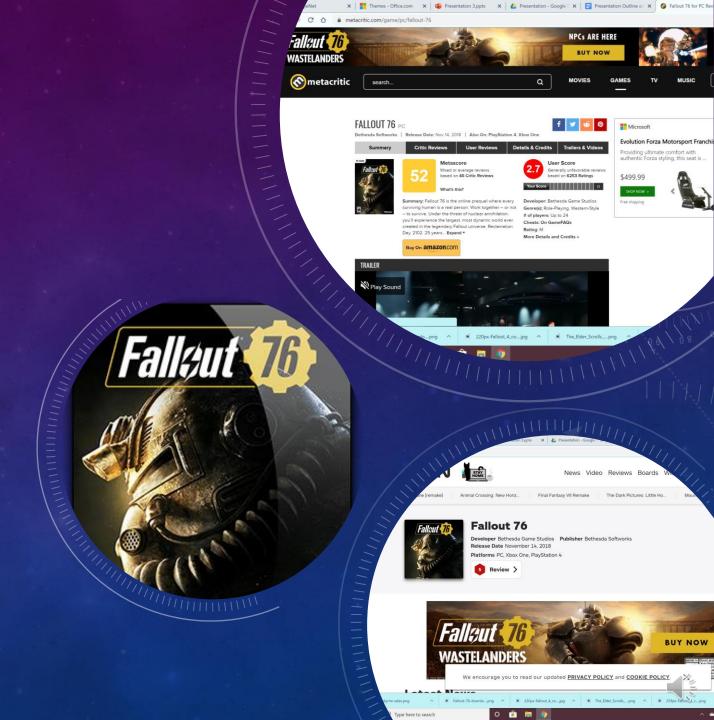


### FALLOUT 4 2015

- Technical challenges to make the environment feel alive
- Density over scale
- Enriched mechanics to make gameplay feel better

### FALLOUT 76 2018

- The most poorly received game from their playlist
- Bethesda's first online multiplayer game
- Unfortunate sketchy business practices





#### BETHESDA'S FUTURE

Very secretive about their projects.

High hopes but nervous fans.





#### SOURCES

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