

Redesigning Skyrim with Master Chief from Halo

Game world

The world of Halo is in the future with spaceships and futuristic technology. If Master Chief was going to be the main character the world would need to be changed to reflect the Halo universe. Master Chief would be out of place in a medieval setting. I think this is the most important change because fans of Halo have expectations based on previous Halo games they have played; taking the main character and putting them into another game world creates the possibility of alienating fans of the franchise.

Enemies

Many enemies in Skyrim are mythological creatures like zombies, dragons and ghosts. This works well in Skyrim but would feel out of place if they were just placed into the Halo universe. These characters do not have to be thrown away entirely because Halo itself is a fictional universe with unrealistic life forms. The enemies would need to have their art redone to make them look like they belong in the Halo universe. This could be changing the armor to make it futuristic looking, changing the weapons they use or in some cases complete redesign. For example the goblin creatures in the picture below on the right could have their swords switched for energy sword the elite is holding in the picture below on the left and alien pistols the grunts have, or even potentially new weapons. They can still maintain the dirty and primitive look by replacing the cloth on them with some of the armor from the grunts.



Figure 2: Halo Enemies



Figure 1: Skyrim Enemies

Adding a few simple additions from the already created assets can save on production time and money.



Figure 3: Skyrim Enemy with Halo Gear

Weapons

As Halo takes place in the future, the weapons would need to be changed to account for this. The same weapon types can exist but their design cannot. No one would run around with a steel sword fighting people with laser rifles and energy swords. The melee weapons could be converted to create new futuristic weapons that do not yet exist in the Halo universe. For example a mace from Skyrim could be converted to a weapon similar to a light saber but in the shape and design of a mace. A design choice very early on would have to be made about which weapons to port to the Halo Universe and which to leave in Skyrim; this design would be influenced by the combat.

Combat

The combat in Skyrim is mostly melee with elements of ranged combat through a bow and arrow and magic. Halo is a shooting game; using mostly melee combat would not be a Halo game. The combat would have to be redesigned to focus more on shooting and ranged weapons. Melee weapons could still be present as they are in Halo, but they would be fewer than in Skyrim.

Level Design

The levels in Skyrim are mostly caves and caverns a player explores. They are narrow, flat corridors made for close quarter combat. Shooting games do not generally work well when all of the levels are tight spaces. This makes the game very difficult and does not give players a chance to use the environment for advantages like cover and height difference. Below is an example of Halo level and a typical cave in Skyrim.

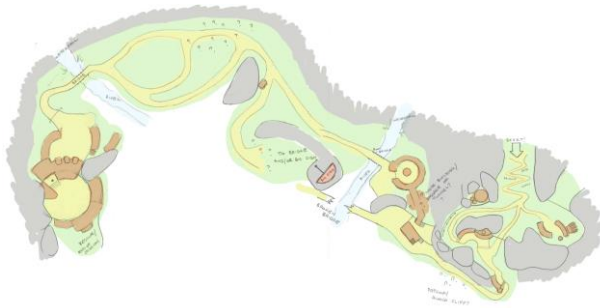


Figure 5: Halo Reach Level Example

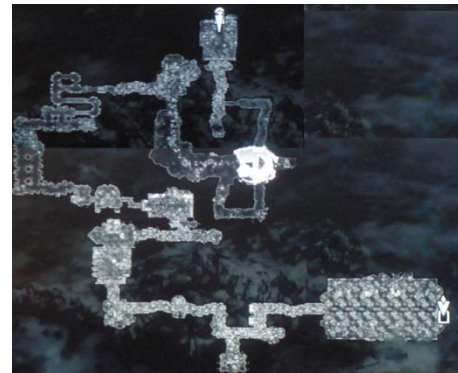


Figure 4: Skyrim Cave Example

Story

The story of Skyrim is about dragons and a hero born who can communicate with them. Master Chief in this world would break the emersion. The story would have to be rewritten focusing on Master Chief or adapted to fit the character. I think adapting the story would be the best option because it would save time and production costs. The abilities the player receives as the dragon born could be changed to abilities Master Chief gets through a different way. In Halo 5 the Crotona summons guardians from all over the universe; defeating these enemies would grant the player a new ability.

Abilities

Many of the abilities from Skyrim could be carried over but some would need to be altered. Master Chief should not shout and summon a dragon to come and fight for him, but he could send a signal and have a marine ship fly down and shoot at enemies. The abilities could be changed from shouts to armor upgrades. Halo takes place in the future and it is believable there is modifiable or upgradable armor in the Halo world. The ability to see life forms from Skyrim could be implemented as a new view mood for the helmet allowing Master Chief to see life forms through infrared.

Other Considerations

In addition to these modifications there are a few more one could make, such as the guilds in the game, the language used by characters, the art palette and the skill trees among other things. The changes could be simple improvements to focus on ideas relevant in the Halo world. The fighter's guild could become a division of the marines, the thieves guild could become retired marines who travel to dangerous places seeking treasure and killing the covenant. Other adjustments require more time and work, for example the language used by characters would require rewriting the entire script of the game.