

Electronic Arts

Electronic Arts Inc. (EA) is a prominent American video game company and one of the largest in the industry. Founded in 1982 by Trip Hawkins, EA has played a significant role in shaping the gaming landscape and has produced many successful and critically acclaimed titles over the years. Headquartered in Redwood City, California, EA has a global presence with offices and development studios across various countries.

EA is primarily known for developing and publishing video games across various genres, including sports, action-adventure, simulation, role-playing, and more. Some of their most famous game franchises include FIFA (soccer), Madden NFL (American football), The Sims (life simulation), Battlefield (first-person shooter), and Star Wars games, among others.

EA has acquired several well-known game development studios over the years, allowing them to expand their portfolio of games and leverage the expertise of different creative teams. Some of their subsidiaries include DICE (Battlefield series), BioWare (Mass Effect, Dragon Age), Respawn Entertainment (Titanfall, Apex Legends), and many others.

EA not only develops its own games but also serves as a publisher for numerous independent game developers. Through their distribution channels, they bring third-party games to a broader audience, providing support in marketing, sales, and distribution.

EA has been at the forefront of the transition to digital distribution in the gaming industry. They operate Origin, a digital distribution platform that allows users to purchase and download games directly to their computers, and EA Play, a subscription service that provides access to a selection of EA games.

EA has secured licensing agreements with various sports leagues and organizations, allowing them to create officially licensed sports video games. The FIFA and Madden NFL franchises, for example, feature authentic teams, players, and stadiums, adding to the games' realism and appeal to sports enthusiasts.

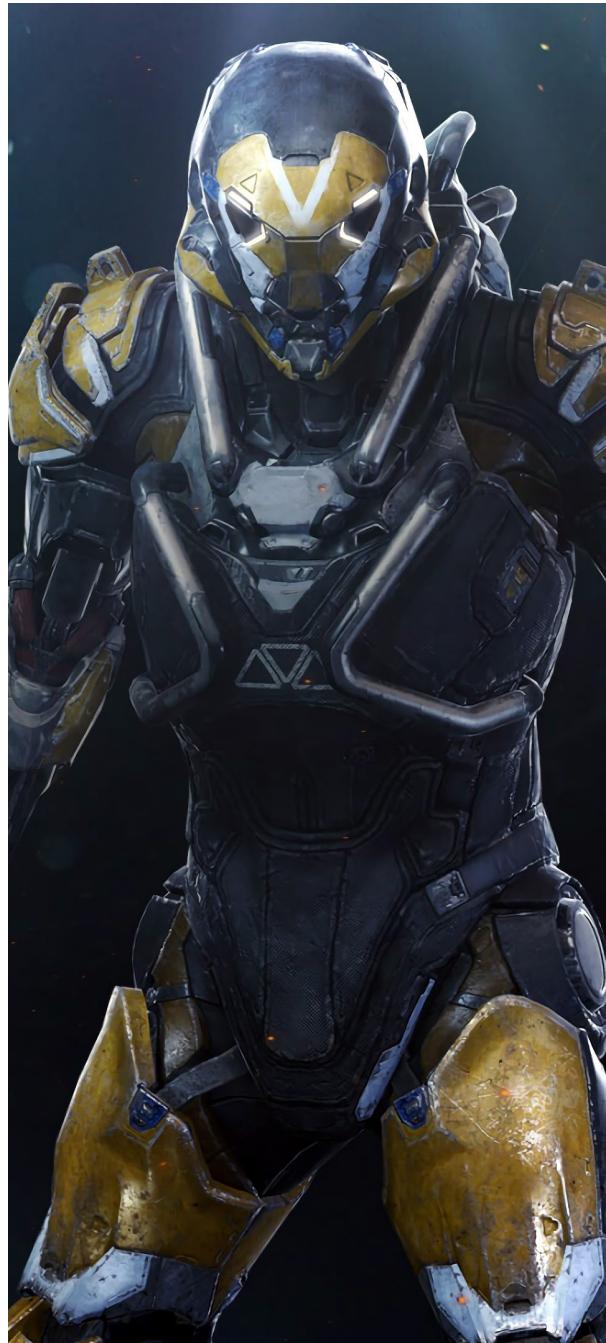
Over the years, EA has faced criticism from gamers and the gaming community for various reasons, including microtransactions, loot boxes, and perceived issues with game quality and customer support. These controversies have led to discussions and debates about the ethics of certain business practices within the gaming industry.

Despite the controversies, EA remains a major player in the gaming world, continually releasing new titles and evolving their existing franchises. They continue to push the boundaries of interactive entertainment, aiming to create immersive and enjoyable experiences for gamers across the globe.

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MASS EFFECT

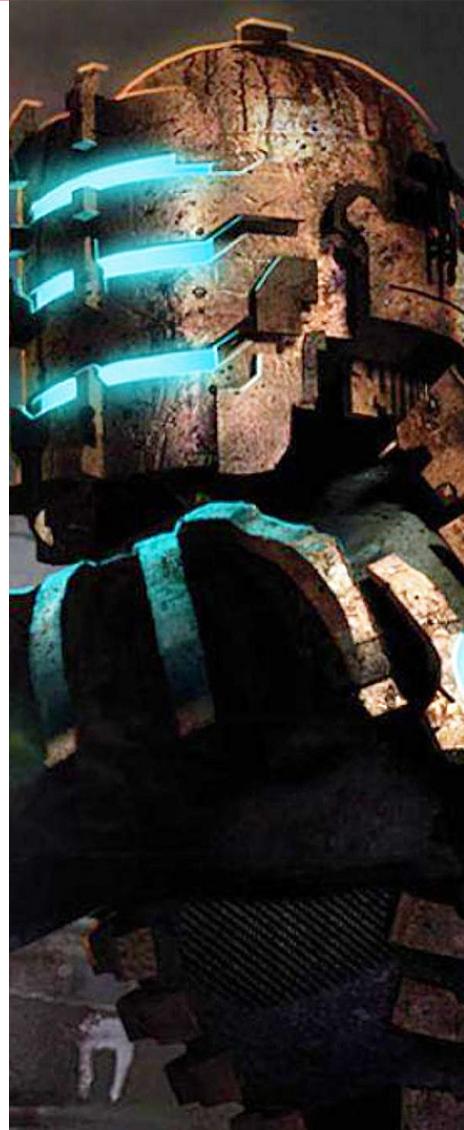


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ANTHEM





In the distant realm of Bastion, a world brimming with both magic and technology, a breathtaking landscape unfolds before the eyes of intrepid adventurers.

This world, known as the Anthem of Creation, possesses a captivating power that shapes every nook and cranny of its diverse terrains.

▼ ...INITIATING...99%



“We wanted to create an alien world, but not so alien that players couldn’t understand it.”

► – Derek Watts, Art Director at BioWare

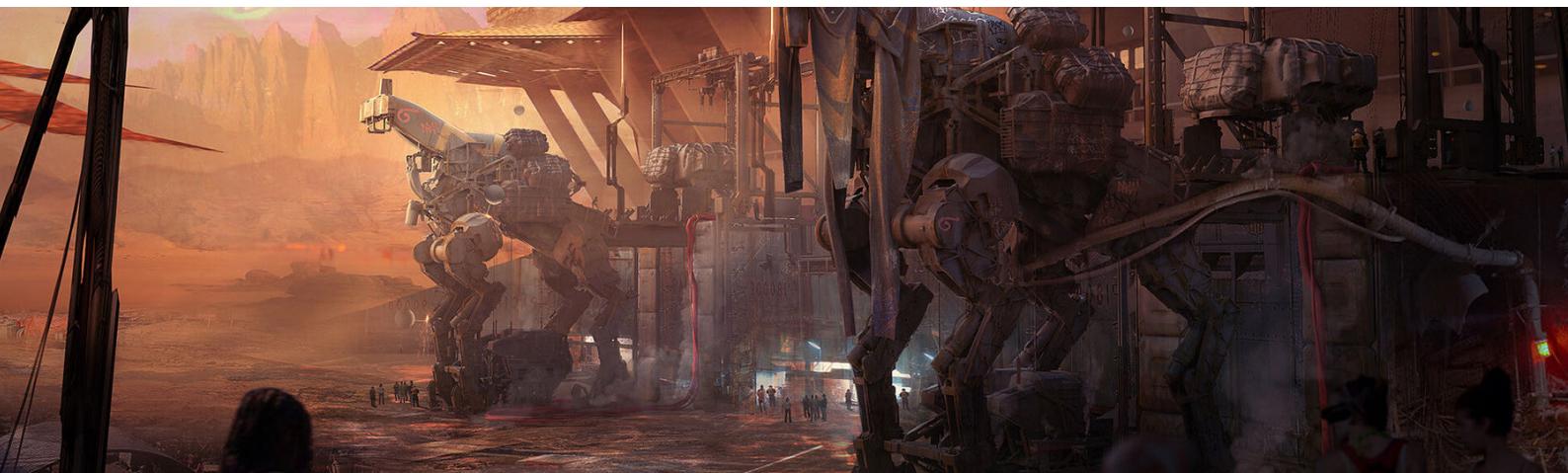


▽ ...SAFETY PROTOCOLS INITIATED
ANALYZING POTENTIAL OUTCOMES

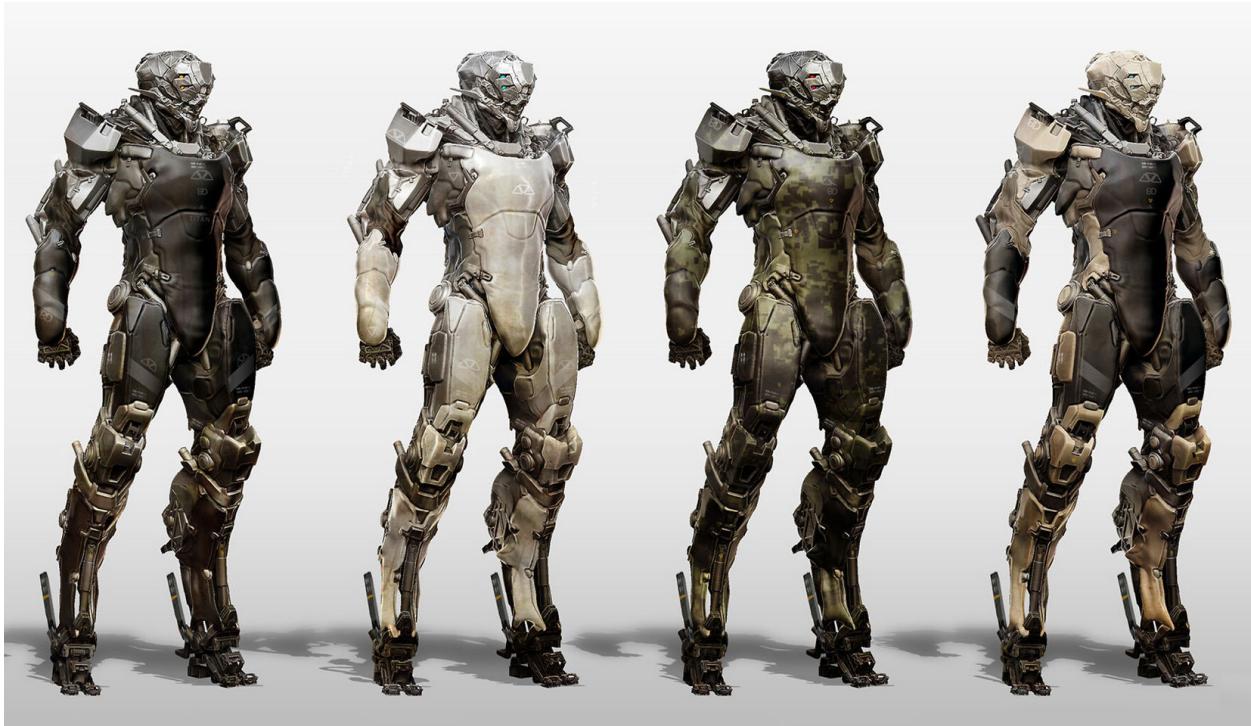
The story begins with the protagonist, you the player who were from Earth was in a Ship, crashed in the Bermuda Triangle in space that is known for its myths on crashing devices. The same myth which can be seen on Earth.

△ ERroR ...More ships detected
crashing onto this planet. ▽

△ Javelins, suit that were repurposed from the utilitarian suits for space travel to survive dangerous environment and life beings on an unknown dangerous world that was crashed into.



JAVELINS



► Dealing with scarcity of resources are unavoidable, with the amount it needed to sustain lives of the survivors. It takes courage to explore the unknown planet, mankind fears the unknown.



▼ Alteration of suit for combat uses, self defense has enabled faster navigation and exploration on this planet.

This has allow the scouts known as Javelins to survey the planet, exterminating threats, immediate possible retreats, and uncover the unknown.

The enemies, is it only the life form that had exist on this planet before we arrived?

▼ Error, sabotage detected.



ALLIES OR ENEMIES

However, when it comes to survival. Each individual has their ideality to ensure their survival. Some respect ethnical and co-exist. Some weaponize the unknown and strengthen their manpower.

Each faction has their own roles and responsibilities, diplomatic power were divided and so are the friends and enemies.

Who to trust?
Who is right?

-- Who is the threat to all factions survival? --



Here is one of the factions, The Sentinels are the main military force which ran Fort Tarsis. The last bastion of humanity. They are very organised and respect the chain of command.



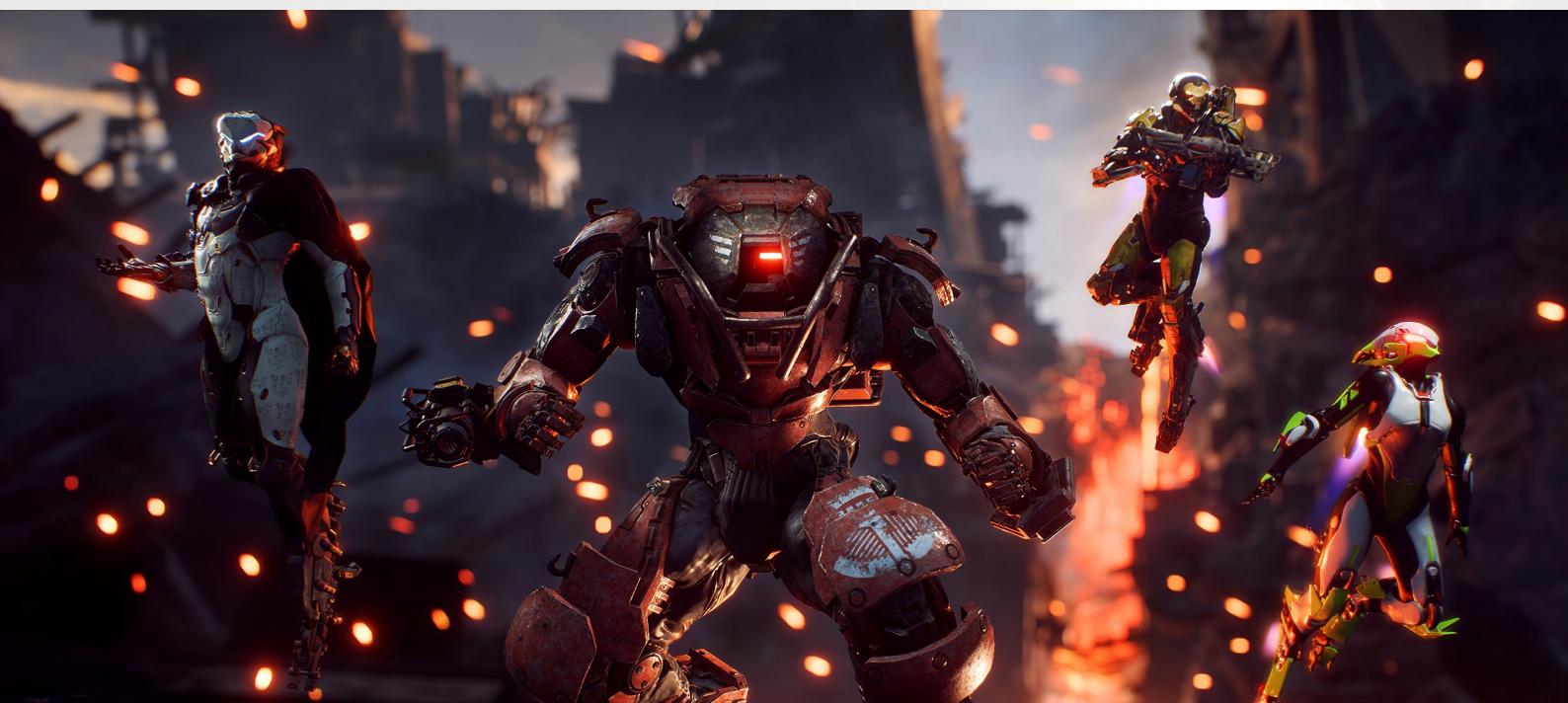
The image shows The Dominion faction, the main antagonist of the Anthem game. The Dominion capture creature and people, corrupt and weaponize them into awful weapon of war.



▶ -Alex Figini

“This image was used to help the design and combat teams when developing the suits. In this image, we wanted to show how players could use elevation to navigate the environment, jumping stealthily through the trees.”

CLASSES



The four javelin classes in the game “Anthem” were designed to provide players with diverse gameplay experiences and cater to different playstyles. Each javelin class had unique abilities, strengths, and weaknesses, allowing players to choose the one that best suited their preferences and tactical approach.

These classes are essentially exosuits that players use to navigate the world and engage in combat.

The four classes were:

Ranger: A well-balanced and versatile javelin, offering a mix of offense and defense capabilities.

Colossus: A heavy-hitting tank class, capable of dealing massive damage and soaking up enemy attacks.

Interceptor: An agile and nimble javelin, specialized in close-quarters combat and fast-paced movement.

Storm: A javelin that wields elemental powers, able to deal area-of-effect damage and control the battlefield.

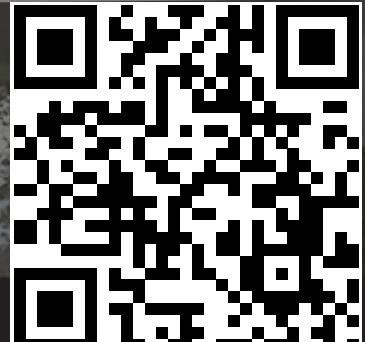
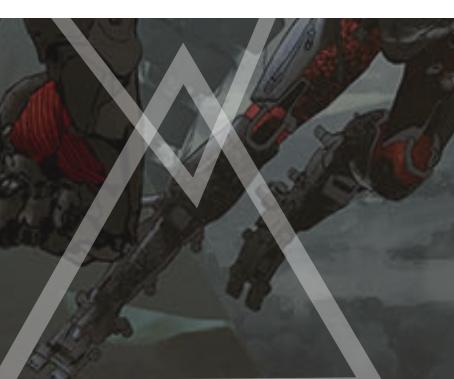




ANTHEM



BECOME JAVELIN TODAY



Mild Blood, Use of Tobacco, Alcohol Reference, Violence, Language

Visit the website for more details. - <https://www.ea.com/games/anthem>



"... a gaming experience that
shouldn't be missed"
9/10 - Game Informer

"... the perfect way to
experience the epic
saga"
4.5/5 - PC Mag

"... a fan's dream come true."
5/5 - Attack of the Fanboy

MASS EFFECT™

LEGENDARY EDITION

In the face of an impending apocalypse, diverse species united as one, proving that strength lies not only in individual might, but in the harmony of hearts beating as a single pulse.

A formidable and charismatic figure, Shepard stands as the paragon of humanity, a symbol of unwavering determination and a driving force behind the unity of disparate species.

Your choice matters in shaping the galaxy fate.

SHEPARD

The player is given a choice to begin the character with either Female Shepard or Male Shepard.

Player can also customize their own Shepard, however, majority prefer the default.

Female Shepard

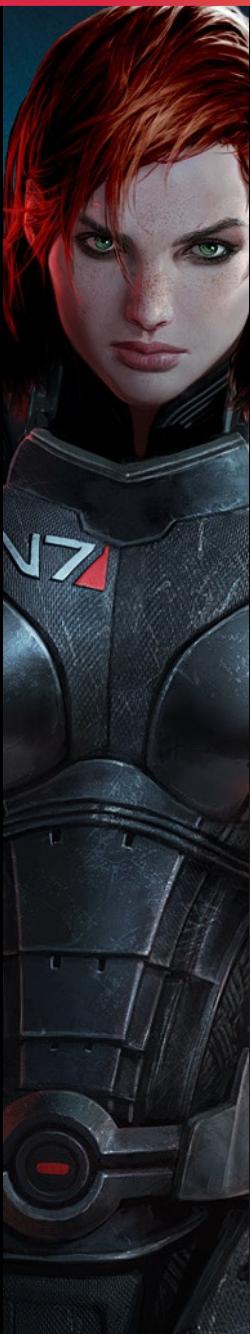


Different
Pre-service history
are given as
choices,
determinating the
player beginning
stats.

Romance route is possible in this game,
different gender of Shepard will come with
different available romance route choices.

Male Shepard

Military
Specialization will
affect the
gameplay
experience,
abilities, guns
they are able to
experience.



The game allows the player to make their own choices when it comes to certain situations, saving one or another, by sacrificing the other.

In some situations, the survivability of your squad members are based on the bond and decisions that had been made in the past.

In war, you can't save everyone.



"I'm so sorry, for leaving you all behind"

All it takes, is just one mistake to cause one death.



CREWS

The enemies of my enemies is my ally.

Here are the main crews.

the perfect squad of SSV Normandy
that will protect the world from extinction.





Reaper
is essentially "billions of organic minds, uploaded and conjoined within immortal machine bodies."
According to the VI, the galaxy experiences the same paths and conflicts during each cycle - "the same peaks of evolution, the same valleys of dissolution" - expressed in different forms.

DEAD SPACE





STORY

ፖ.ល.ខ.ព.ខ.ម.ជ.គ. ត.ល.ខ.ក.ល.

IN THE DISTANT FUTURE, WHERE HUMANITY HAS ADVANCED IN SPACE AND EXPLORATION AND COLONIZATION. THE GAME FOLLOWS THE PROTAGONIST, ISAAC CLARKE, AN ENGINEER WORKING FOR THE CONCORDANCE CORPORATION EXTRACTION C.E.C.

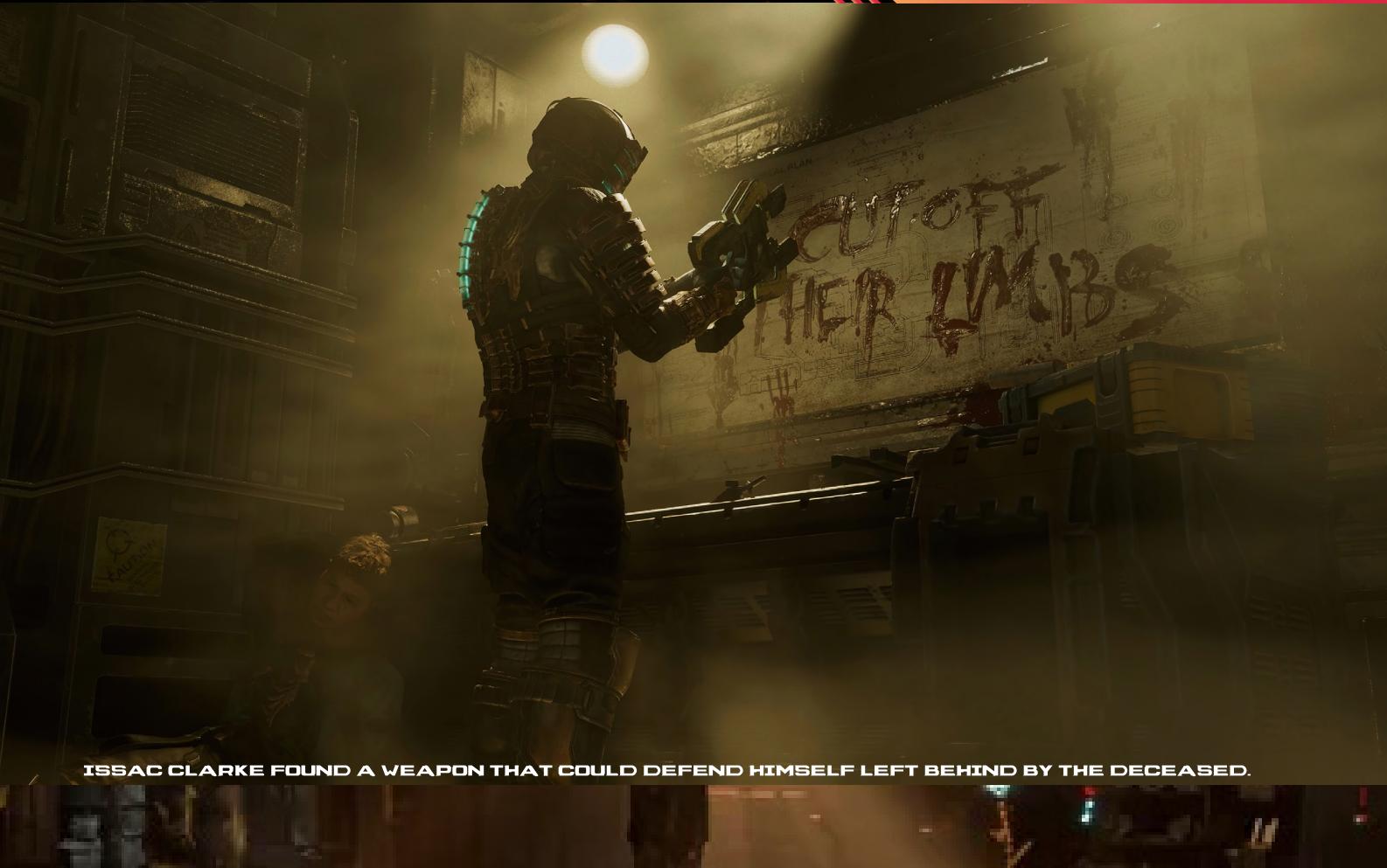
IN THE YEAR 2508, A
MASSIVE STARSHIP CALLED THE
USC ISHIMURA, OWNED BY THE C.E.C.,
GOES SILENT AFTER CONDUCTING A
SECRETIVE MINING OPERATION
ON THE PLANET-CRACKING MIN-
ERAL CALLED MARKER. THE C.E.C.
LOSES ALL CONTACT WITH THE
ISHIMURA, AND THE SHIP BECOMES
STRANDED IN
ORBIT AROUND THE DISTANT
PLANET AEGIS VII.

THE C.E.C. RESPONDS
BY SENDING A RESCUE TEAM TO
INVESTIGATE THE SITUATION AND
REPAIR THE COMMUNICATIONS.
ISAAC CLARKE IS A PART OF THIS
RESCUE TEAM. WHEN THE TEAM
ARRIVES ON THE ISHIMURA,
THEY FIND THE SHIP SEEMINGLY
DESERTED AND IN
A STATE OF CHAOS.





I MAY BE JUST AN ENGINEER, BUT I WON T BE BEATEN BY THESE ABDOMINATIONS. SURVIVAL IS THE ONLY OPTION, AND I WILL SEE IT THROUGH TO THE BITTER END. - ISAAC CLARKE



ISSAC CLARKE FOUND A WEAPON THAT COULD DEFEND HIMSELF LEFT BEHIND BY THE DECEASED.



NECROMORPHS

NECROMORPHS... THEY ARE TWISTED NIGHTMARES GIVEN FLESH. UNHOLY ABDOMINATIONS BORN FROM THE DARKEST CORNERS OF TERROR AND DESPAIR. ONCE HUMAN, NOW GROTESQUE SHELLS, DISTORTED AND CONTORTED BY THE MALEVOLENT POWER OF THE MARKER. THEIR LIMBS ARE GNARLED, THEIR BODIES



DISFIGURED, AND THEY MOVE WITH AN UNNATURAL, PREDATORY GRACE. THEIR EYES, ONCE FILLED WITH LIFE, NOW GLIMMER WITH MALEVOLENCE. THEY HUNGER FOR FLESH AND SHOW NO MERCY, DRIVEN BY AN INSATIABLE URGE TO TEAR APART ANYTHING THAT DRAWS NEAR. EACH ENCOUNTER WITH THESE MONSTROSITIES IS A BATTLE FOR SURVIVAL. A DANCE WITH DEATH ITSELF. TO FACE THE NECROMORPHS IS TO CONFRONT THE DARKEST DEPTHS OF THE HUMAN SOUL. AND IT'S A NIGHTMARE I CAN NEVER FORGET.



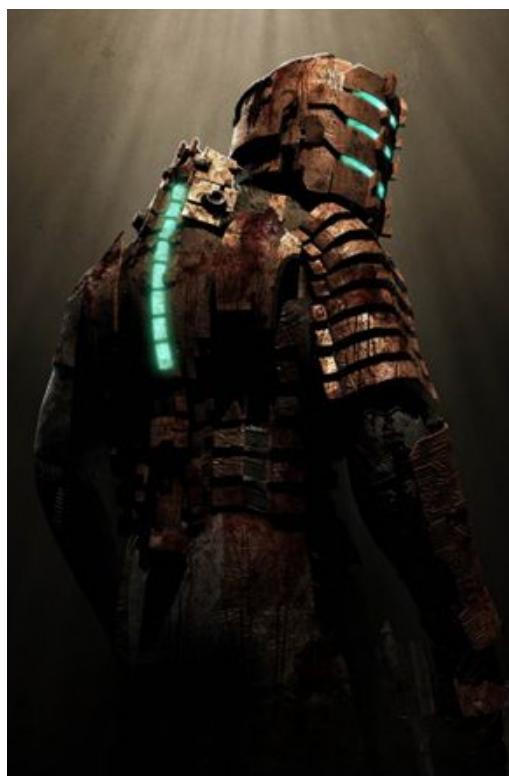
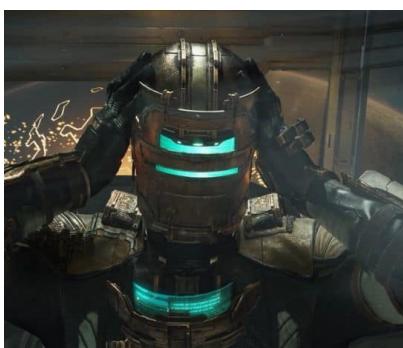
CREATED FROM THE MALEVOLENT ABDOMINATIONS ARE SPREADING DEATH AND TERROR

NECROMORPH IS A MONSTROUS, REANIMATED ALIEN CREATURE CREATED FROM THE REMAINS OF DEAD ORGANISMS, TWISTED AND CONTROLLED BY THE MALEVOLENT INFLUENCE OF AN ANCIENT ARTIFACT CALLED THE MARKER. THESE ABDOMINATIONS ARE RELENTLESS, AND THEIR SOLE PURPOSE SEEMS TO BE SPREADING DEATH AND TERROR THROUGHOUT THE FORSAKEN ENVIRONMENTS THEY INFEST.

REMAINS OF DEAD ORGANISMS, TWISTED AND CONTROLLED BY THE MALEVOLENT INFLUENCE OF AN ANCIENT ARTIFACT CALLED THE MARKER. THESE ABDOMINATIONS ARE RELENTLESS, AND THEIR SOLE PURPOSE SEEMS TO BE SPREADING DEATH AND TERROR THROUGHOUT THE FORSAKEN ENVIRONMENTS THEY INFEST.



Over the course of the series, Isaac's character undergoes significant development, transforming from a regular engineer to a battle-hardened survivor. This growth resonates with players and enhances the immersive experience.

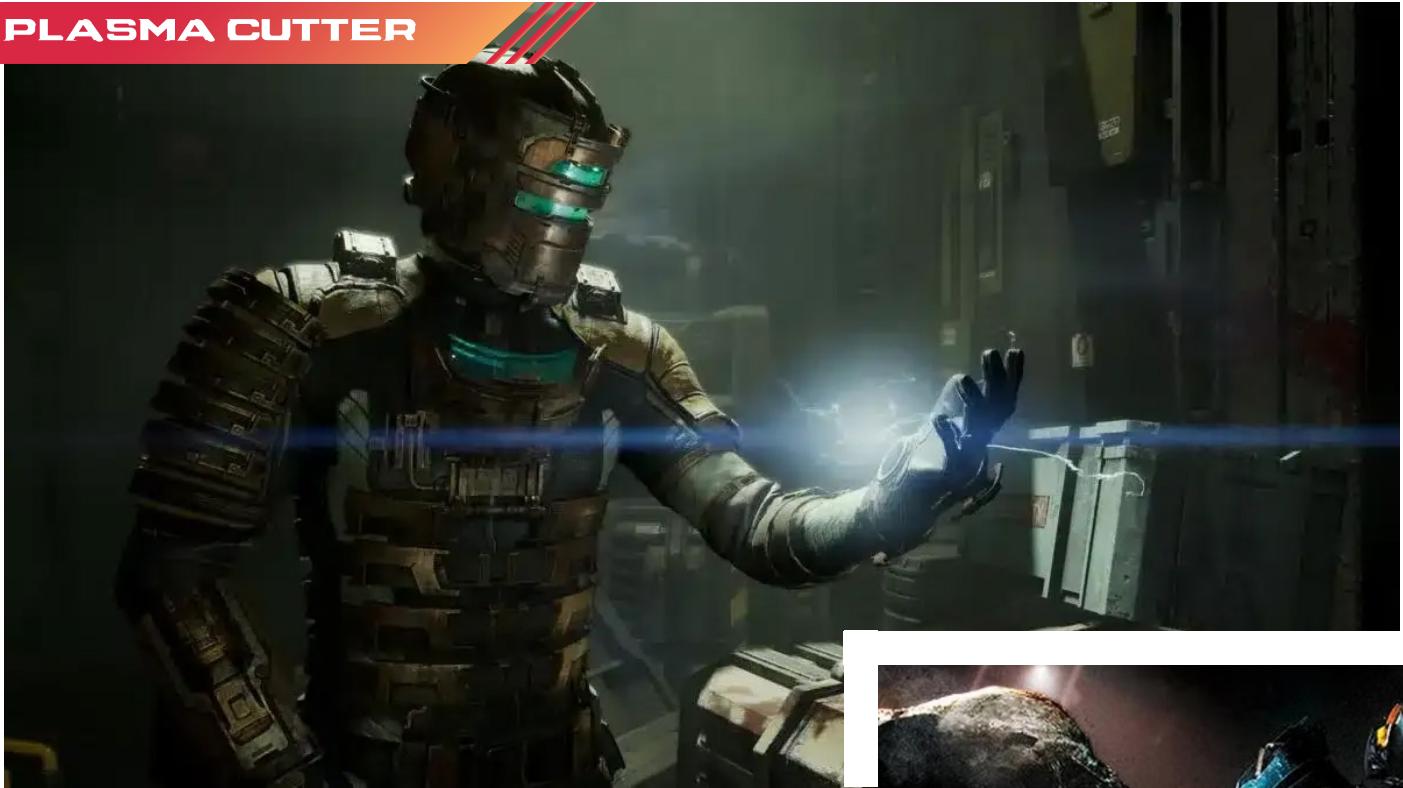


Isaac Clarke is a skilled engineer and the protagonist of the "Dead Space" video game series. He finds himself thrust into a harrowing journey of survival and horror as he faces nightmarish creatures known as Necromorphs aboard the haunted spaceship USG Ishimura and various other environments plagued by these malevolent forces.



Isaac Clarke is exceptionally skilled in engineering and technical problem-solving. He excels in repairing and modifying equipment, crafting improvised weapons, and finding innovative solutions to various challenges he encounters throughout his perilous journey. His expertise with engineering tools and equipment proves to be invaluable in his fight for survival against the nightmarish threats he faces.

PLASMA CUTTER



Isaac exterminates Necromorphs with the plasma cutter by utilizing strategic dismemberment. Instead of aiming for body shots like traditional firearms, Isaac focuses on severing the limbs of the creatures to neutralize them effectively.

When confronted by a Necromorph, Isaac aims the plasma cutter at specific limbs, such as arms, legs, or tentacles, and fires a superheated energy beam to cut through them. By severing the limbs, he can cripple the creature's movement, limit its attack capabilities, or kill it outright.

The plasma cutter is one of the signature weapons in the "Dead Space" series. As an engineering tool repurposed into a deadly firearm, it is Isaac Clarke's primary weapon of choice in his battle against the Necromorphs.

The plasma cutter fires superheated energy beams that can slice through limbs and sever body parts of the Necromorphs. It is particularly effective in strategic dismemberment, as cutting off specific limbs can incapacitate or kill the creatures more efficiently. The weapon's versatility and precision make it ideal for handling the various types of Necromorphs encountered throughout the games.

Due to its design as a modified engineering tool, the plasma cutter also possesses limited ammo capacity, but it is effective and economical in conserving ammunition when used strategically. It is a staple weapon that players rely on to survive the intense and relentless encounters with the nightmarish creatures that populate the game's haunting environments.



For example, cutting off a Necromorph's legs can slow it down, making it easier to evade or finish off. Severing an arm can disable its ability to attack at close range, reducing the threat it poses. Different types of Necromorphs require specific tactics, and Isaac must adapt his strategy accordingly.

"...one of the best games of all time."
10/10 – Inverse

The plasma cutter's precision and ammo efficiency are crucial, as it allows Isaac to make every shot count, especially when facing multiple adversaries. Timing, accuracy, and quick decision-making are essential as he fights to survive the relentless onslaught of Necromorphs and uncover the mysteries behind the horror he faces.

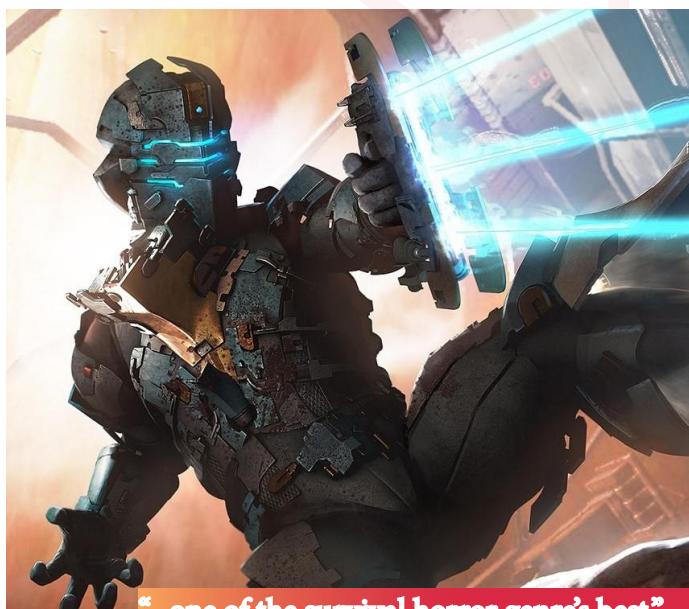


"It's a masterpiece..."
10/10 – GamingBolt

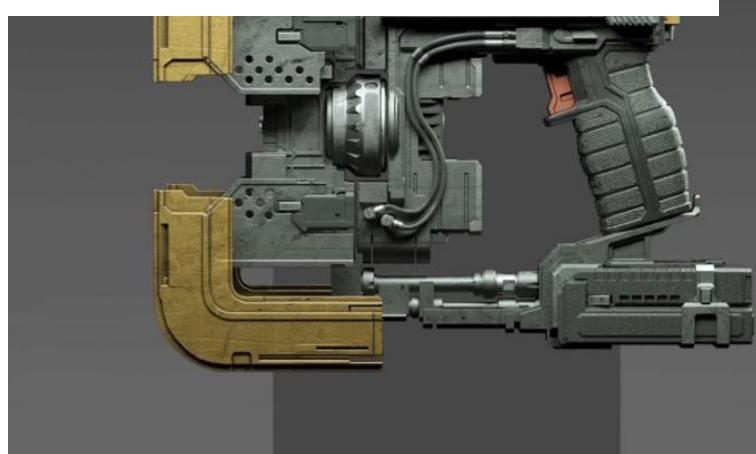


Now alone and armed with only his engineering tools and skills, Isaac races to find Nicole as the nightmarish mystery of what happened aboard the Ishimura unravels around him. Trapped with hostile creatures called Necromorphs, Isaac faces a battle for survival, not only against the escalating terrors of the ship but against his own crumbling sanity.

What starts as a routine repair mission for engineer Isaac Clarke and the crew of the USG Kellion quickly turns into a battle for survival as the truth behind the horrors onboard begins to unravel. Following an expanded narrative experience, uncover the dark secrets behind the events aboard the USG Ishimura through the final logs of the ill-fated crew and your encounters with the few survivors that remain.



"...one of the survival horror genre's best."
9/10 – Gamespot



IGN