



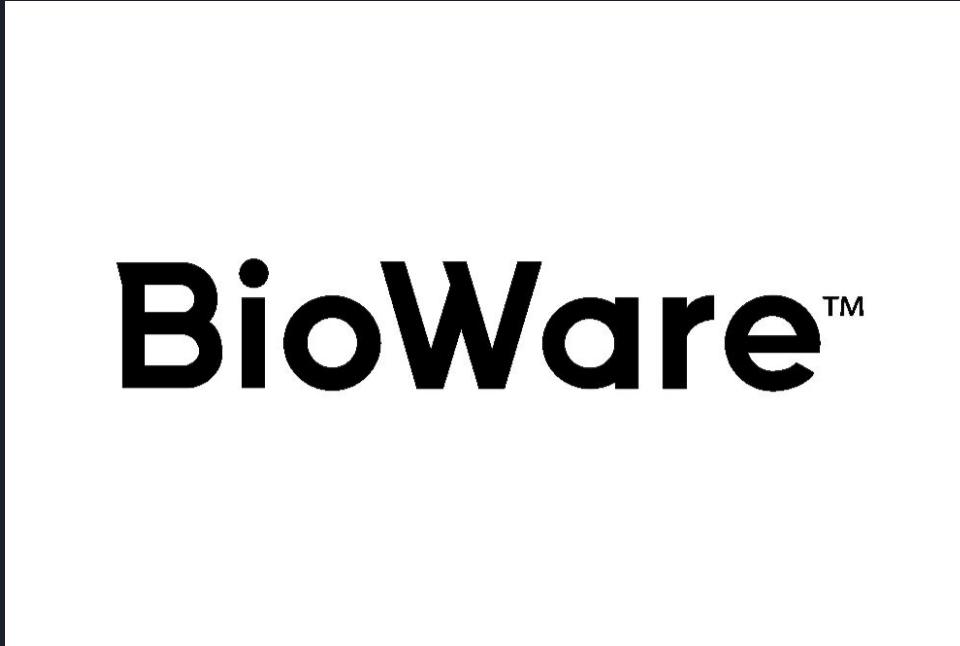
Bioware Games

By Nathan Long



Bioware's Origins

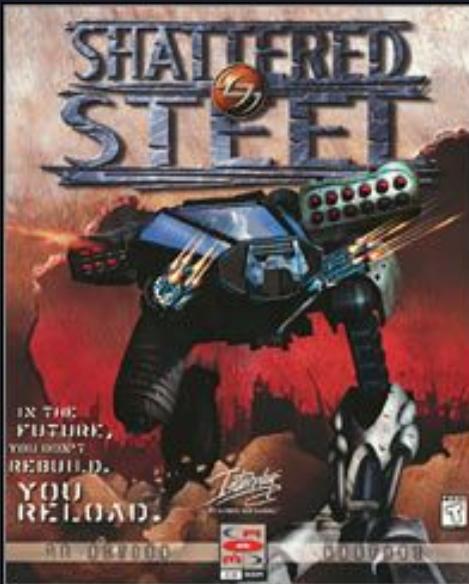
The gaming company Bioware was founded in Alberta, Canada. 1995.



BioWare™

First game: Shattered Steel

Developed in 1996. A Mech Simulation action game designed for MS-Dos (Microsoft Disk Operating System).



The Dnd era

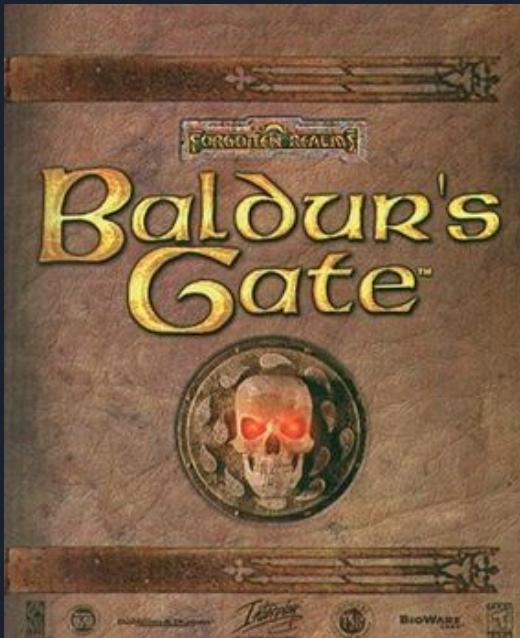
1998 - 2005, i consider to be Bioware's "Dnd era". Where most of their games during this time were either direct adaptations of the tabletop game Dungeons and Dragons or have game systems taking heavy inspiration from Dungeons and Dragons ([with one exception](#)).



<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">DEXTERITY</td></tr> <tr><td style="text-align: center; padding: 5px;">-1</td></tr> <tr><td style="text-align: center; padding: 5px;">9</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">CONSTITUTION</td></tr> <tr><td style="text-align: center; padding: 5px;">+2</td></tr> <tr><td style="text-align: center; padding: 5px;">15</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">INTELLIGENCE</td></tr> <tr><td style="text-align: center; padding: 5px;">+0</td></tr> <tr><td style="text-align: center; padding: 5px;">11</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">WISDOM</td></tr> <tr><td style="text-align: center; padding: 5px;">+1</td></tr> <tr><td style="text-align: center; padding: 5px;">13</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">CHARISMA</td></tr> <tr><td style="text-align: center; padding: 5px;">+2</td></tr> <tr><td style="text-align: center; padding: 5px;">14</td></tr> </table>	DEXTERITY	-1	9	CONSTITUTION	+2	15	INTELLIGENCE	+0	11	WISDOM	+1	13	CHARISMA	+2	14	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">+5 Strength</td></tr> <tr><td style="text-align: center; padding: 5px;">-1 Dexterity</td></tr> <tr><td style="text-align: center; padding: 5px;">+4 Constitution</td></tr> <tr><td style="text-align: center; padding: 5px;">+0 Intelligence</td></tr> <tr><td style="text-align: center; padding: 5px;">+1 Wisdom</td></tr> <tr><td style="text-align: center; padding: 5px;">+2 Charisma</td></tr> </table> <p style="text-align: center; margin-top: 10px;">SAVING THROWS</p>	+5 Strength	-1 Dexterity	+4 Constitution	+0 Intelligence	+1 Wisdom	+2 Charisma	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">Hit Point Maximum 12</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">CURRENT HIT POINTS</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">TEMPORARY HIT POINTS</td></tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="text-align: center; padding: 5px;">Total 1d10</td></tr> </table> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 5px;"> HIT DICE ○○○ SUCCESES </div> <div style="display: flex; justify-content: space-around; align-items: center; margin-top: 5px;"> FAILURES ○○○ DEATH SAVES </div>	Hit Point Maximum 12	CURRENT HIT POINTS	TEMPORARY HIT POINTS	Total 1d10	<p style="text-align: center; font-weight: bold; margin-bottom: 5px;">PERSONALITY TRAITS</p> <p>Responsibility. It's the duty of a noble to protect the common people, not bully them.</p> <p style="text-align: right; margin-top: 10px;">IDEALS</p> <p>My greataxe is a family heirloom, and it's by far my most precious possession.</p>	<p style="text-align: center; font-weight: bold; margin-bottom: 5px;">BONDS</p> <p>I have a hard time resisting the allure of wealth, especially gold. Wealth can help me restore my legacy.</p> <p style="text-align: right; margin-top: 10px;">FLAWS</p>
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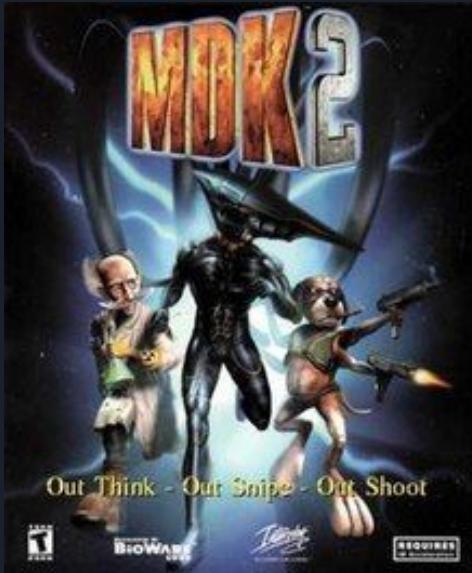
Baldur's gate

Developed in 1998, as well as Bioware's first hit game. Based off *Dungeons and Dragons*.



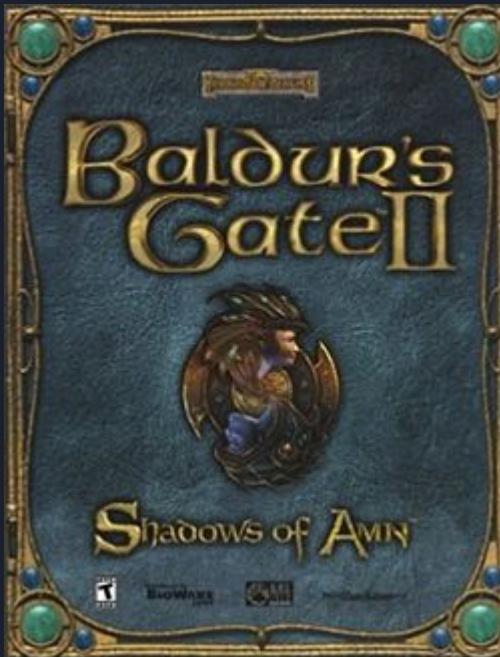
MDK2

Developed in 2000. Science fiction, action adventure game. (Bioware did not create the original game) **This is the exception for Dungeon and Dragon inspired games/ game systems.**



Baldur's Gate 2: Shadows of Amn

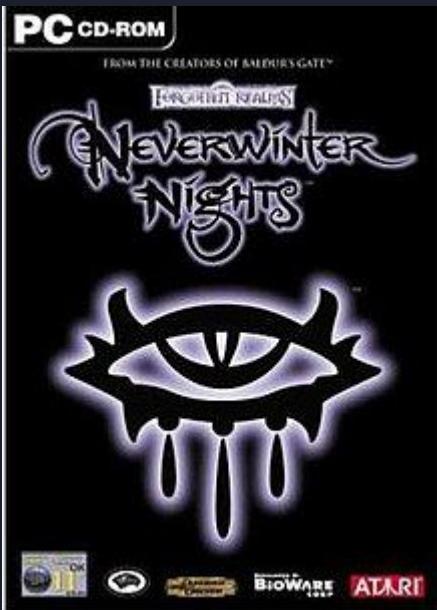
Released in 2000. Sequel to original Baldur's gate.



Neverwinter Nights

Released in 2002.

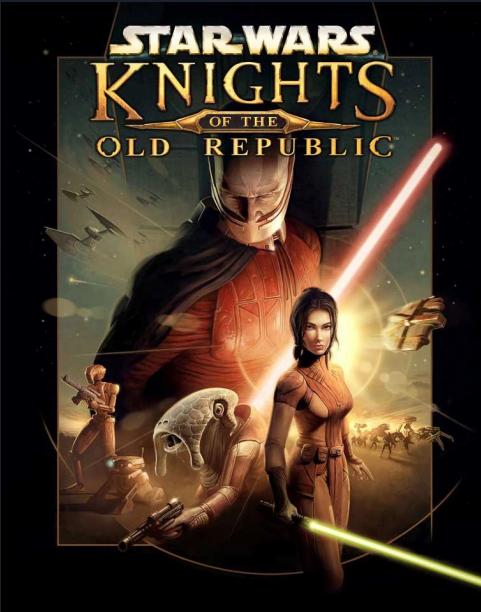
Another game inspired by dungeons and dragons.



Star Wars: Knights of the Old Republic

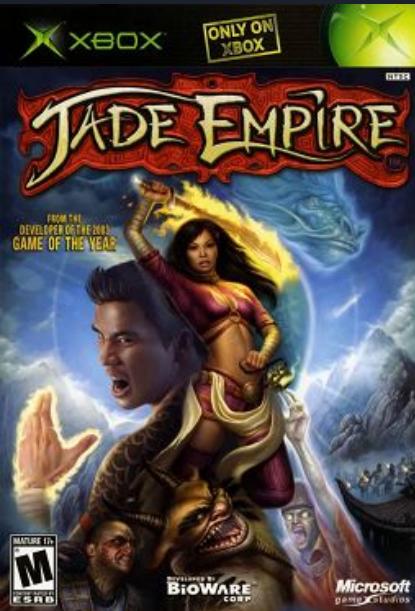
Released in 2003, based in the Star Wars universe. Widely considered one of the best star wars games ever made.

Similar to past games has DnD like game systems.



Jade Empire

Bioware's
first
original IP



Bioware at its peak

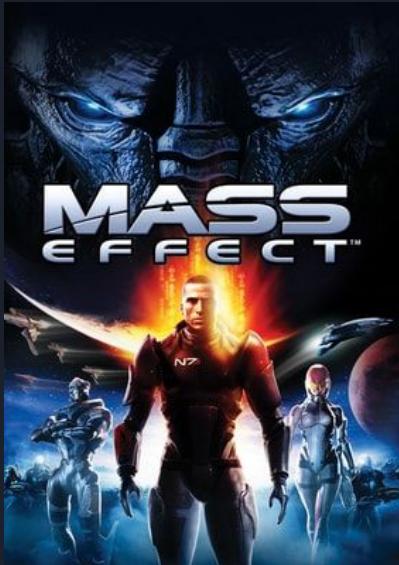
2005- 2012 in my opinion, could be considered Bioware's *Golden age*. (this can be argued and debated quite a bit to be honest, it's really just for organization purposes). I consider it Bioware's golden age for a few reasons.

Mainly the creation of Bioware's 2 biggest franchises and creating one of the most expensive games ever made.



Mass Effect

Released in 2007. One of Bioware's most influential games and regarded as one of the best sci fi game series. (Thought it'd be fun to show the difference in the remaster :))



Sonic Chronicles: The Dark Brotherhood

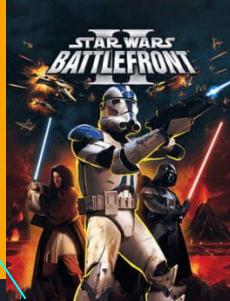
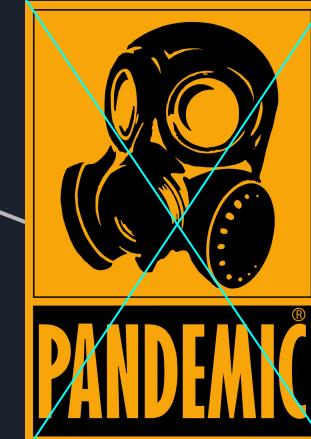
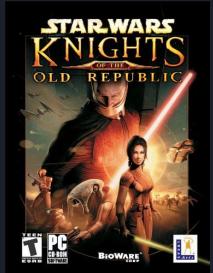
Released in 2008. (I honestly had zero clue this existed and am extremely shocked it's a thing.)



IGN.COM
Choose an action

Electronic Arts buys Bioware

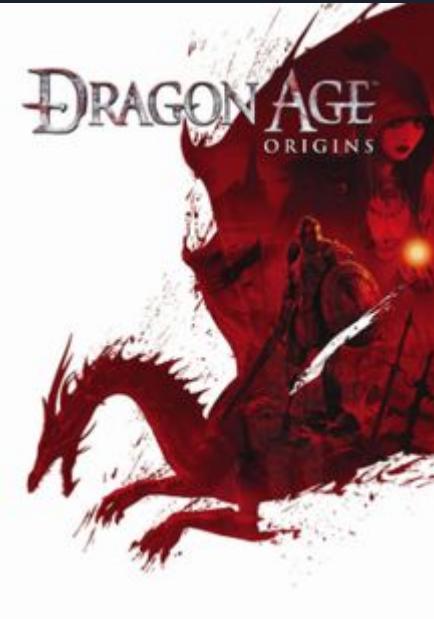
EA acquires Bioware in 2008. Surprisingly enough Pandemic studios was also acquired by EA around the same time.



Pandemic Studios soon closed down after said acquisition in 2009.

Dragon Age: Origins

Released in 2009. Like Mass Effect, Dragon Age: Origins is considered another classic RPG.



Mass Effect 2

Released in 2010. My favorite mass effect game :)



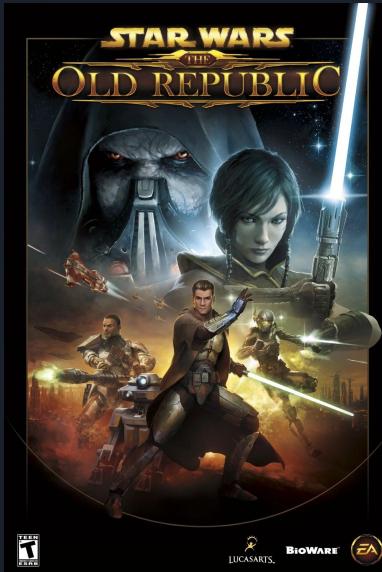
Dragon Age 2

Released in 2011. Dragon Age 2 was met with mixed reception due to a few issues: heavy reuse of levels and less choices and dialogue than Dragon Age: Origins.



Star Wars: The Old Republic

Released in 2011. A huge MMO (Massive Multiplayer Online) that takes place after Knights of the Old Republic. It is also one of the most expensive games ever made with over 200 million dollars in development cost.



it's still
being
worked
on fyi

Mass Effect 3

Released in 2012. This, for me, is a huge turning point for Bioware and an infamous moment in the gaming world. The ending of Mass Effect 3 is widely regarded as one of the worst endings ever made.





Bioware's current state and its issues

2014 - present has honestly been a very slippery slope for Bioware. There are lots of reasons for this, but there are a lot of things pointing too Electronic Arts being pretty pushy with its owned companies (RIP - Pandemic and Visceral Studios).

1. Massive amounts of crunch time for employees. (tracing all the way back too Mass Effect 3)
2. The brand new game engine, *Frostbite 3*, designed for the First Person Shooter series Battlefield. (EA's personal game Engine.
3. The Gaming Industry pushing for all games to be 'Live Service', for example Destiny 2 is considered a live service game.
4. Lots of original employees leaving for new positions.

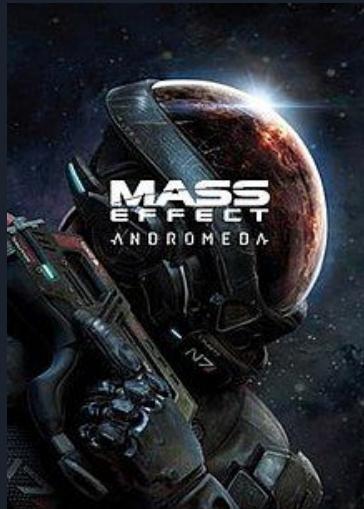
Dragon Age: Inquisition

Released in 2014. Bioware's last good game as of late. (lots of rumours about massive crunch time as well)



Mass Effect: Andromeda

Released in 2017. Andromeda had a lot of issues going for it. A brand new studio, Bioware Montreal (which closed down soon after its release), an extremely buggy launch, lack of development time, a brand new game engine (that wasn't designed for RPG's), and an upset playerbase after Mass Effect 3's notorious ending crushed this game.



Anthem

Released in 2019. Another game that became a massive flop. Anthem was designed to be a live service game. In theory, a live service MMO that has a story built by Bioware sounds great. In practice it turned out to be a complete failure.



There were plans to revamp the game, but EA canceled it a few months ago.

Mass Effect: Legendary Edition

Released in 2021. The legendary Edition of mass Effect contains a complete overhaul of the original Mass Effect game and remasters of the 2nd and 3rd.



Future Games

Dragon Age 4

Both release dates to be Announced.



Mass Effect 4

