= Voyager (video game) =

 Voyager was a graphic adventure computer game developed by Looking Glass Technologies from 1995 until its cancellation in 1997 . It was published by Viacom New Media . Based on the Star Trek : Voyager license , the game followed Kathryn Janeway and the crew of the USS Voyager in their attempts to rescue members of their team from the Kazon . Voyager was the first game in a multi @-@ title agreement between Viacom and Looking Glass , and Viacom took a minority equity investment in the company as part of the deal . However , Viacom decided to leave the video game industry in 1997 , and Voyager was cancelled in spring of that year . In response to Voyager 's cancellation , team members Ken Levine , Jonathan Chey and Rob Fermier left Looking Glass to found Irrational Games .

 = = Overview = =

 Voyager was an adventure game based on the Star Trek : Voyager license . The player guided Kathryn Janeway and other characters aboard the USS Voyager through three " episodes " . The game began as the USS Voyager resupplied at an agricultural planet , only to have certain members of its crew kidnapped by the Kazon . As Janeway and the surviving team tracked the Kazon , they encountered such things as other alien races and " an abandoned planet occupied only by a single computer system " . Unlike in other Star Trek video games of the time , the player manipulated the crew at a high and general level . The player selected the crew 's course of action from a list of options during " decision point " scenes , after which the crew would carry out their orders automatically . Certain decisions continued the plot , while others led to dead ends or to a game over . Producer Alan Dickens said , " We want to make it a lot like you 're watching the TV and yelling at the characters . You 're giving them , as a team , guidance and direction on where they should go and how they should address the various problems that come before them . "
 Between decision points , the player used and combined items , solved puzzles and engaged in combat . The game 's item system involved scanning objects with tricorders and storing them in a " virtual inventory " . This was an attempt to avoid hammerspace and the protagonists " stealing everything they find " , two issues that Dickens said were common in the adventure game genre . " Tech sim " puzzles in the style of The Incredible Machine ? a video game series in which players create Rube Goldberg machines ? were a main feature in Voyager : the player would receive collections of mechanical parts , which would have to be combined into complex mechanisms . Combat took place on the ground and in space , and like other scenes was controlled at a general level . The player could order the crew to provide suppressive fire , to maneuver or to beam out , for example , and would then watch the scene play out .

 = = Development and aftermath = =

 Voyager began development in 1995 , and it was announced in August of that year as the first game in a multi @-@ title deal between Viacom New Media and Looking Glass Technologies . According to Next Generation , the announcement was " greeted with joy " by gamers and fans of Star Trek . Viacom was interested in Looking Glass 's engine technology , and took a minority equity investment in the company . Voyager was conceptualized by Dickens and by Viacom producer Rachel Leventhal . It was initially planned for release in 1996 , but a later report gave it an expected release date of early 1997 . The team at Looking Glass visited and researched the set of Star Trek : Voyager in order to reproduce it accurately , and they created 3D laser scans of the cast 's heads . Voice over from the cast was also recorded . The game 's characters and pre @-@ rendered backgrounds were created with 3D Studio and Alias , and the characters were animated with the skeletal animation system that had been developed for Terra Nova : Strike Force Centauri . Designer Jonathan Chey worked on the game 's physics and artificial intelligence code , which he later said were " really weird " features for an adventure game and evidence of unfocused development .

Voyager was cancelled in the spring of 1997 , after 18 months in production . According to Looking Glass 's Paul Neurath , the cancellation was due to Viacom 's wider decision to abandon the video game industry . He believed that the Viacom deal and Voyager were ultimately a " giant distraction " and a " boondoggle " that hurt the company . These events started a financial downward spiral at Looking Glass , which , compounded by a string of troubled and commercially unsuccessful projects such as Terra Nova and British Open Championship Golf , culminated in the company 's closure in May 2000 . Three members of the Voyager team ? Chey , writer Ken Levine and designer Rob Fermier ? became close friends during the game 's development . The game 's cancellation inspired them to start the spin @-@ off developer Irrational Games in April 1997 , which went on to develop System Shock 2 in collaboration with Looking Glass . Levine later recalled that , while writing Voyager 's opening cutscene , he learned that technological limitations made it difficult for characters to express emotion ; and this experience influenced his future writing for games such as BioShock Infinite .