

= StarCraft : Ghost =

StarCraft : Ghost is a unreleased military science fiction stealth @-@ action video game previously under development by Blizzard Entertainment . Part of Blizzard 's StarCraft series , the game was announced on September 20 , 2002 , and was to be developed by Nihilistic Software for the Nintendo GameCube , Xbox , and PlayStation 2 video game consoles . Several delays in development caused Blizzard to move back the release date and the game has not yet materialized . Nihilistic Software ceded development to Swingin ' Ape Studios in 2004 before Blizzard bought the company , and plans for the GameCube version were cancelled in 2005 .

Blizzard announced in March 2006 that the game was put on " indefinite hold " while the company investigated seventh generation video game console possibilities . Subsequent public statements from company personnel had been contradictory about whether production was to be renewed or planned story elements worked into other products . The continued delay of Ghost had caused it to be labeled as vaporware , and it was ranked fifth in Wired News ' annual Vaporware Awards in 2005 . In 2014 , Blizzard president Mike Morhaime confirmed that Ghost was officially cancelled .

Unlike its real @-@ time strategy predecessor StarCraft , Ghost was to be a third @-@ person shooter , and intended to give players a closer and more personal view of the StarCraft universe . Following Nova , a Terran psychic espionage operative called a " ghost " , the game would have been set four years after the conclusion of StarCraft : Brood War and cover a conspiracy about a secretive military project conducted by Nova 's superiors in the imperial Terran Dominion . Very little of the game 's storyline has been released ; however , in November 2006 after the game 's postponement , a novel was published called StarCraft Ghost : Nova , which covers the backstory of the central character .

= = Gameplay = =

= = = Campaign = = =

During StarCraft : Ghost 's gameplay , the player 's character Nova must use stealth and darkness to reach objectives and remain undetected . Nova has a cloaking device that allows for temporary concealment , but certain hostile non @-@ player characters can overcome this with special devices and abilities . Nova is also equipped with thermal imaging goggles and a special EMP device for disabling electronic devices and vehicles . In addition to the focus on stealth elements , StarCraft : Ghost includes a complex combat system . Blizzard planned to include a small arsenal of weaponry with assault and sniper rifles , grenades , shotguns , and flamethrowers . Nova can engage in hand @-@ to @-@ hand combat and uses these skills to eliminate enemy threats quietly . If alerted , enemy characters will hunt for the player , set up traps , and fire blindly to nullify Nova 's cloaking device .

Nova is highly agile , acrobatic , and able to perform maneuvers such as mantling and climbing ledges , hanging from pipes , and sliding down ziplines . The player has access to Nova 's psionic powers honed through training as a ghost agent , such as the ability to improve her speed and reflexes drastically . StarCraft : Ghost includes many of the vehicle units featured in StarCraft and StarCraft : Brood War . Some vehicles , such as space battlecruisers and starfighters , only play support roles , while others , such as hoverbikes , scout cars , and futuristic siege tanks , can be piloted by the player .

= = = Multiplayer = = =

The multiplayer mode in StarCraft : Ghost differs from the stealth @-@ based mechanics of the single @-@ player portion . It aims to give players a personal view of the battles from the real @-@ time strategy games of the series . Accordingly , Ghost 's multiplayer is structured around class @-@ based team gameplay and fighting in a variety of game modes . Ghost incorporates traditional

game modes from multiplayer video games such as deathmatch , capture the flag , and king of the hill , but also introduces two game modes specifically designed for the StarCraft universe . The first is " Mobile Conflict " , which requires two teams to fight for control of a single Terran military factory with the ability of atmospheric flight . Using vehicles and team tactics , both teams must first board the structure and then capture its control room to fly it to the team 's starting point . The structure must then land and be defended from capture by the opposing team for a set amount of time .

The second unique game mode is " Invasion " , in which two teams fight for control of mineral resource nodes . Whenever teams capture a node they gain points that can be used to purchase classes and vehicles . In all of the team @-@ based game modes , teams have access to four Terran unit classes : light infantry , marine , firebat , and ghost . The light infantry class has minimal armor but a larger range of weapons , while the marine is a heavily armored soldier with an assault rifle and grenades . The firebat is a heavy marine armed with a flamethrower and napalm rockets . Finally , the ghost is a variation of Nova 's character in the single @-@ player mode , equipped with a cloaking device , thermal vision , EMP device , and sniper rifle , but lacks the speed ability . Due to the size of the armor worn by marines and firebats , only ghosts and light infantry can pilot vehicles .

= = Plot = =

Ghost takes place in the fictional universe of the StarCraft series . The series is set in a distant part of the galaxy called the Koprulu Sector and begins in the year 2499 . Terran exiles from Earth are governed by a totalitarian empire , the Terran Dominion , that is opposed by several smaller rebel groups . Two alien races discover humanity : the insectoid Zerg , who begin to invade planets controlled by the Terrans ; and the Protoss , an enigmatic race with strong psionic power that attempt to eradicate the Zerg . Ghost takes place four years after the conclusion of StarCraft : Brood War , in which the Zerg become the dominant power in the sector and leave both the Protoss and the Dominion in ruins . The game follows the story of Nova , a young ghost agent ? a human espionage operative with psychic abilities ? in the employ of the Dominion .

Although the game has been indefinitely postponed , the backstory for Nova was released in the novel StarCraft Ghost : Nova by Keith R. A. DeCandido . It was meant to accompany the game 's release , but was published in 2006 after development halted . In the novel , Nova is a fifteen @-@ year @-@ old girl and daughter to one of the ruling families of the Confederacy of Man , an oppressive government featured in StarCraft . The Confederacy is overthrown by rebels , who go on to form the Dominion . Nova has significant psionic potential , but has been kept out of the Confederate ghost operative training program because of her father 's influence . After her family is murdered by rebels , Nova loses control of her mental abilities and accidentally kills 300 people around her home . She flees from her home before she is caught , and is later forced to work for an organized crime boss as an enforcer and executioner . She is rescued by a Confederate agent who is investigating her disappearance during a rebel attack on the Confederate capital that leads to the Confederacy 's destruction . Nova is consequently acquired by the newly formed Terran Dominion , who erase her memory and train her as a ghost agent .

Few details have been revealed about Ghost 's plot beyond Nova 's backstory . Under emperor Arcturus Mengsk , the Terran Dominion has rebuilt much of its former strength and controls a new military formed to counter the Zerg . To further bolster the effectiveness of his military , Mengsk initiates a secret research operation codenamed Project : Shadow Blade and places it under the command of his right @-@ hand man , General Horace Warfield . In the program , an experimental and potentially lethal gas called terrazine is used to enhance the genetic structure of the Dominion 's psychic ghost agents . The process is described as changing the agents into " shadowy superhuman beings bent on executing the will of their true master " . It is into the midst of this that Nova finishes her training and is dispatched in operations against the Koprulu Liberation Front , a rebel group that challenges Mengsk 's empire . However , Nova 's mission leads her to uncover a conspiracy that involves Shadow Blade . This revelation causes her to question her loyalty to the Dominion and could upset the balance of power within the galaxy .

= = Development and cancellation = =

On September 20 , 2002 , Blizzard Entertainment announced the development of StarCraft : Ghost in conjunction with fellow video game company Nihilistic Software . Nihilistic aimed to release the game for the Xbox , PlayStation 2 and Nintendo GameCube video game consoles in late 2003 , which elicited positive reactions from the press . The game was consistently delayed , and during the third quarter of 2004 , Nihilistic discontinued their work on the project . Blizzard stated that Nihilistic had completed the tasks it had been contracted for , and the game would be delivered on time .

In July 2004 , Blizzard Entertainment began collaboration with Swingin ' Ape Studios to work on the game , and bought the company in May 2005 . Despite anticipation for the game by industry journalists , Ghost was delayed again and its release date was pushed back to September 2005 . At Electronic Entertainment Expo 2005 , Ghost was officially reannounced , but the GameCube version was canceled by Swingin ' Ape Studios due to the platform 's lack of online support . The game 's release was again delayed until 2006 . Despite the efforts of Swingin ' Ape , Ghost failed to materialize as scheduled , and in March 2006 Blizzard Entertainment announced an indefinite postponement on development of Ghost while the company explored new options with the emerging seventh generation of video game consoles . Despite its long development history , IGN noted that the concept of Ghost still held promise . Although the game 's development was suspended , Keith R. A. DeCandido 's novel StarCraft Ghost : Nova was published several months later in November 2006 .

Complementing Nihilistic 's and Swingin Ape Studio 's work on the game , Blizzard 's cinematics team ? originally formed to develop StarCraft 's cut scenes ? created the cut scenes for Ghost 's single @-@ player campaign , which are integral to the game 's storyline . The team , which originally consisted of six people , grew to 25 , and used newer hardware , software , and cinematics techniques to create higher quality cut scenes than those featured in StarCraft and Brood War . The game 's trailer , composed of the cinematics team 's work , was released in August 2005 .

Since Ghost 's production halted , Blizzard Entertainment has sporadically released information about the title . The game 's protagonist , Nova , shows up in one campaign mission of StarCraft II : Wings of Liberty , in which players are given the option to side with her or fight against her forces . She also features in StarCraft II : Heart of the Swarm . Metzen further stated that he believed Ghost had an excellent storyline that may be told in future novels following from DeCandido 's Nova . In June 2007 , Rob Pardo , one of the lead developers at Blizzard Entertainment , indicated that there still was interest in finishing Ghost . Later in an interview , Pardo stated that Blizzard had been " stubborn " in persevering with Ghost , but they " were not able to execute [the game] at the level we wanted to " . Blizzard 's president Mike Morhaime and Pardo gave a presentation on the company 's history at the D.I.C.E. Summit in February 2008 . During the presentation , they listed games canceled by Blizzard , which did not include Ghost . When questioned about this , Blizzard 's co @-@ founder Frank Pearce explained that the title was never " technically canceled " and that it was not in the company 's focus at the time due to a finite amount of development resources . Morhaime later elaborated that it was the sudden success of World of Warcraft and the concurrent development of StarCraft II that consumed Blizzard 's resources , leading to Ghost being put on hold . Despite Blizzard 's announcements , many of the video games industry 's journalists now list Ghost as canceled and consider it vaporware ; the game was ranked fifth in the 2005 edition of Wired News ' annual Vaporware Awards .

On September 23 , 2014 in an interview with Polygon about the cancellation of Blizzard 's next generation MMO Titan , Mike Morhaime confirmed that StarCraft : Ghost was also cancelled . Morhaime said , " It was hard when we canceled Warcraft Adventures . It was hard when we canceled StarCraft : Ghost , but it has always resulted in better @-@ quality work . " In a July 2016 Polygon article , it was suggested that when the game 's production halted the main reasons it was shelved were because the game worked on the PlayStation 2 and Xbox , but it was scheduled to be released in 2005 when the Xbox 360 was about to be released , and it would take a lot of resources

to move from the previous console generation to the current generation as well as Blizzard having a lot of success with its then recently released PC @-@ only game World of Warcraft .