= Hitman Go =

Hitman Go is a turn @-@ based puzzle video game developed by Square Enix Montréal and published by Square Enix . Announced in February 2014 , the game was released for iOS in April 2014 and for Android on in June 2014 . Microsoft Windows and Windows Phone versions were released the following year in April 2015 . In February 2016 , a " Definitive Edition " version was released on PlayStation 4 , PlayStation Vita , and on Linux and Windows via Steam . It is the first game developed by Square Enix Montréal , a studio founded in 2011 . Development entered full production in 2013 and was completed by eleven people using the Unity game engine .

The player uses touchscreen controls to guide Agent 47 , protagonist of the Hitman franchise , through a series of grid @-@ based levels . Levels are composed of nodes and lines , and presented like a board game with characters modelled as miniature figures . Enemy characters can be dispatched by moving onto the node they occupy during a turn , similar to chess . As the player advances through levels , new enemy types and mechanics are introduced to increase the complexity of puzzle solutions .

Following its announcement , Hitman Go was met with some scepticism from critics . However , upon release the game received a positive reception with praise directed towards the game 's art , aesthetics , simple gameplay mechanics , and translation of Hitman to a mobile device . The game also received several nominations and awards from gaming publications and award organisations . A successor set within the Tomb Raider franchise , titled Lara Croft Go , was released in August 2015 .

= = Gameplay = =

Hitman Go is a turn @-@ based puzzle video game part of the Hitman video game series . In the game each level is set on a grid @-@ based board composed of interconnected nodes and lines . Nodes are positions that the player or enemies can occupy and lines are used for moving between nodes during a turn . Players take control of the series ' protagonist , Agent 47 . Using touchscreen controls , during a turn the player swipes along a line in the direction they want Agent 47 to move . Once the player completes a turn , all enemies on the board will simultaneously move . Each level has a main objective for completion , some levels require the player to guide Agent 47 to the end node and others will require the player to assassinate a specific target . The player can assassinate enemies by moving onto the target 's node , and similarly the player can be killed by enemies that move onto the player 's node .

Levels become more complex as the player progresses , introducing different mechanics and new types of enemies . Each enemy type is dressed in a unique colour , allowing the player to recognise their movement patterns . Some enemies remain static or rotate on a single node , while others will patrol the board along a specific route . Later stages may require the player to collect keys located on the board and unlock doors that block access to the level objective . Trapdoors connect one location on the board to another and allow the player to move between them during a turn . Some nodes contain potted plants , the player will not be detected while occupying these nodes . Coloured disguises can be found and equipped to let the player walk past an enemy type of that colour without being detected . There are throwable objects that are used to disrupt and change enemy behaviour patterns . Firearms can also be found on certain levels , they are used to shoot targets or obstacles from a distance .

Most levels have bonus objectives such as collecting a briefcase or finishing the level without killing anyone , completing these will reward the player with stars . Stars are used to unlock the next chapter of levels . The game launched with five different chapters , one of which was inspired by a level from Hitman : Blood Money . Post @-@ launch , two additional chapters were added , one based upon a level from Hitman 2 : Silent Assassin . The game features in @-@ app purchases which provide hints to the puzzles or unlock level chapters immediately .

= = Development and release = =

Hitman Go was developed by Canadian video game studio Square Enix Montréal . It is the first game from the developer , which was founded in late 2011 by employees of existing Square Enix Europe studios . Upon establishment , the studio announced that their first project would be a new video game in the Hitman franchise . The studio 's original aspiration was creating triple @-@ A console games within the series and expanding to a team size of 150 people . After a year , while the team was still expanding , the console game was cancelled and the studio shifted its focus to mobile games . This transition led to around one third of the staff leaving the development team .

During the concept phase there were four people working on the Hitman Go . Initial prototypes were built on paper using printed out characters . The project was pitched and greenlit for production in mid 2013 . Daniel Lutz served as creative director , and the team size peaked at eleven people throughout the remainder of the game 's development . The studio looked at several different engines for building the game , but opted with Unity early on as it had a low barrier of entry , provided support for the main mobile platforms , and some members of the development team had previous experience creating projects in the game engine . An initial working prototype and a basic level editor were developed in a few days and after two weeks the first version of the game was presented to the remainder of the studio .

While designing Hitman Go , Lutz and his team considered some specific factors such as the game 's price , gameplay time , the brand , the genre , the audience 's expectation , production restraints , and the business model . Speaking about that game 's genre , Lutz noted that the team could have developed an endless running game for Hitman . However , they thought that this style of game did not align with the series ' values and would not be well received by its audience . Instead , they felt that translating Hitman into a board game was more appropriate as it gave players time to think and plan before executing moves . This fell in line with the idea of Hitman being a " thinking man ? s game " . Designers tested a feature that would let players lie in wait for targets , similar to the mainline Hitman games . This feature was cut from the final version for gameplay reasons as it allowed players to kill any target on the board and prevented the puzzles from working as intended . The artistic inspiration for the game was drawn from architectural models and dioramas . Characters were created in fixed poses without any limb animations , like chess pieces . Instead of creating detailed textures which requires additional memory , the artists chose to use colour swatches so that most characters shared materials . This method allowed them to use many different colours for characters without incurring lots of draw calls . The team chose not include dialogue , cutscenes , or a heavy narrative structure in the game , citing that people often play video games in short sessions on mobile devices .

Hitman Go was announced in February 2014 . It was released for iOS on 17 April 2014 , and Android on 4 June 2014 . Microsoft Windows and Windows Phone versions were released on 27 April 2015 . At the Electronic Entertainment Expo 2015 , virtual reality technology company Oculus VR showcased a version of Hitman Go for the Samsung Gear VR device . On 5 December 2015 , at the PlayStation Experience , Hitman Go was announced for PlayStation 4 and PlayStation Vita with a 2016 release date . This version was released on 23 February 2016 , as the " Definitive Edition " , which includes improved visuals and all additional content . The " Definitive Edition " was also released on Linux and Windows via the Steam storefront .

= = Reception = =

Hitman Go received " generally favorable " reviews from professional critics , according to video game review aggregator Metacritic . Several reviewers noted that they were sceptical about the idea of Hitman departing from its roots in third @-@ person stealth action and taking form as a mobile puzzle game , but upon playing the game admitted that it was a pleasant and creative take on the franchise .

The game 's visual presentation and board game aesthetic were widely praised . Joystiq editor , Anthony John Agnello thought the colouring and motif of Hitman Go was more appealing than the visual design employed in Hitman : Absolution . He highlighted the level selection screen and use of

board game boxes in the menus as positives . Writing for Destructoid , Brittany Vincent also expressed approval of the clean menus and user interface icons , and thought that the game levels resembled dollhouses . Eurogamer and IGN writers compared the character design to miniature board game pieces . The simplicity of the gameplay mechanics and minimalistic approach were praised by Polygon reviewer Arthur Gies . He believed that Hitman Go brilliantly captured and expressed elements of the series through the use of a sophisticated board game . Joystiq reviewer , Agnello called Hitman Go an impressive debut title for Square Enix Montréal and said that the play style suited touch @-@ based devices . Reviewers complimented the replay value and challenge found in completing the additional bonus objectives .

 One aspect of the game 's design that drew criticism was that limitations of the grid system had led to a lack of paths available to complete a level . While Gies of Polygon thought that the mechanics of distraction and murder had been interpreted well in the board game setup , he was disappointed that some levels could not be completed without killing non @-@ target guards . Vincent of Destructoid also shared this opinion , disappointed that an element core to the Hitman series had been stripped away . Both Eurogamer and IGN writers thought that the in @-@ app purchases were overpriced but remarked that they could be easily ignored when level solutions are so regularly shared on the Internet .

 Hitman Go received two nominations ? Best Visual Design , Best Mobile Game ? at the 2014 Golden Joystiq Awards , and in 2015 the game was nominated in two categories ? Debut Game , Mobile & Handheld ? at the 11th British Academy Games Awards . GameSpot and IGN both listed Hitman Go as a nominee for Best Mobile Game of 2014 in their end of year lists . The game also received two awards in the Best Game Design and Best iOS Game categories at the 2014 Canadian Videogame Awards .

 = = Successors = =

 At E3 2015 , Square Enix Montréal announced Lara Croft Go , a successor to Hitman Go set within the Tomb Raider universe . It was released on 27 August 2015 . In the game , players use touchscreen controls to move Lara Croft around a level composed of nodes and lines . While the core mechanics and design are similar to Hitman Go , the developers did not want Lara Croft Go to feel like a re @-@ skin , so an emphasis has been placed on the puzzle @-@ driven exploration and gameplay elements of the Tomb Raider brand . The following year , Square Enix Montréal announced a similar title Deus Ex Go , based on the Deus Ex series .