# = Resident Evil ( 2002 video game ) =

Resident Evil , known in Japan as biohazard , is a survival horror video game developed and published by Capcom and originally released for the GameCube video game console in 2002 . It is a remake of the 1996 game Resident Evil , the first installment in the Resident Evil video game series . The story takes place in 1998 near the fictional Midwestern town of Raccoon City where a series of bizarre murders have taken place . The player takes on the role of either Chris Redfield or Jill Valentine , S.T.A.R.S. agents sent in by the city to investigate the murders .

Resident Evil was developed over the course of one year and two months as part of an exclusivity deal between Capcom and Nintendo . It was directed by Shinji Mikami , who also designed and directed the original Resident Evil . Mikami decided to produce a remake because he felt that the original had not aged well and that the GameCube 's capabilities could bring the game closer to his original vision . The game retains the same graphical presentation , with 3D models superimposed over pre @-@ rendered backgrounds . However , the quality of the graphics were vastly improved . The remake also features new gameplay mechanics , revised puzzles , additional explorable areas , a revised script , and new story details including an entire subplot cut from the original game .

Upon release , Resident Evil received critical acclaim from video game journalists , who praised its graphics and improved gameplay over the original game . It is often described as one of the best , scariest , and most visually impressive entries in the Resident Evil series . Despite this , the game sold worse than expected and led Capcom to change the direction of the series to a more action @-@ oriented approach . In 2008 , the game was ported to the Wii , featuring a new control system . A high @-@ definition version of the game was released worldwide for Microsoft Windows , PlayStation 3 , PlayStation 4 , Xbox 360 , and Xbox One in 2015 to positive critical reception and commercial success .

## = = Gameplay = =

Resident Evil is a survival horror game where the player controls the on @-@ screen character from a third @-@ person perspective to interact with the environment . To advance through the game , the player must explore a mansion and its surrounding areas while avoiding , outsmarting and defeating various types of monsters like zombies , undead dogs , and giant spiders . The player can open doors , push certain objects , climb obstacles , and pick up items . When an item is collected , it is stored in an inventory that the player can access at any time . Items in the inventory can be used , examined , and combined to solve puzzles and gain access to areas that were previously inaccessible . The inventory is limited to a certain number of slots , and the player must often move items from the inventory to storage boxes located in certain areas to manage space .

Although the player can use firearms to kill monsters , Resident Evil emphasizes evasion over fast @-@ paced combat by providing the player with limited ammunition . The player also has a limited amount of health which decreases when attacked by monsters . Nevertheless , players can regain their health by collecting and using herbs , which can be mixed with other herbs to increase their healing effect . Some monsters can also infect the player with a poisoning effect , which gradually depletes the player 's health over time until the poison is cured with serum or special herbs . The zombies that are defeated but not decapitated or burned eventually revive mutated into a much faster and deadlier opponents .

Like in the original Resident Evil , the player can play as either Chris Redfield or Jill Valentine and each character has advantages and disadvantages . For example , Chris can take and deal more damage than Jill but Jill can carry more items and unlock certain doors with a lock pick . Both characters can also equip defensive weapons that can save them from taking damage when seized by an enemy . These defensive weapons include a dagger and a special weapon that is exclusive to each of them : Jill can use a taser , while Chris is able to shove stun grenades into the zombies ' mouths and detonate them with a pistol shot . Defensive weapons are limited and can only be used when the player is grabbed by a monster .

The game features an automap to help players navigate the different areas of the game .

Additionally , the player can pick up maps of certain sections to reveal unexplored areas . To save their progress , players need to find ink ribbons and use them with a typewriter ; the game features a limited supply of ink ribbons , so players cannot save their progress as many times as they want . The story of the game is slightly altered by the character the player chooses to play as , and certain choices the player makes in the game can impact the direction of the game and its ending . Upon completing the game under a certain difficulty setting and time limit , the player may unlock secret costumes for the main characters , bonus weapons , and special difficulty modes .

= = Plot = =

 Resident Evil takes place on July 24 , 1998 , when a series of bizarre murders have occurred on the outskirts of the Midwestern town of Raccoon City . The Raccoon City Police Department 's Special Tactics And Rescue Service ( STARS ) , which is divided into Alpha Team and Bravo Team , is assigned to investigate these murders . Bravo Team is sent first , but after contact with them is lost , Alpha Team is sent to investigate their disappearance . Alpha Team locates Bravo Team 's crashed helicopter and land at the site , where they are suddenly attacked by a pack of monstrous dogs , one of which kills one of the team 's members . After Alpha Team 's helicopter pilot , Brad Vickers , panics and takes off alone , the remaining members of the team ( Chris Redfield , Jill Valentine , Albert Wesker and Barry Burton ) are forced to seek refuge in a nearby abandoned mansion .
 Depending on which character the player chooses to control , one of the members of Alpha Team is separated from the others during the chase and does not make it to the mansion ( Barry if Chris , Chris if Jill ) . In the mansion , the team decides to split up and search for clues . Over the course of the game , the player character finds several members of Bravo Team , including Kenneth J. Sullivan being eaten by a zombie , Richard Aiken , who dies after being bitten by a venomous snake , Forest Speyer , who is found dead on the balcony and then revived as a zombie , and Bravo Team leader Enrico Marini , who reveals that one of the Alpha Team members is a traitor before being shot and killed by an unseen assailant . Bravo Team survivor Rebecca Chambers joins Chris . The player character also learns from scattered documents found in the mansion that a series of illegal experiments were being undertaken by a clandestine research team under the authority and supervision of biomedical company Umbrella Corporation . The creatures roaming the mansion and its surrounding areas are the results of these experiments , which have exposed the mansion 's personnel and various animals and insects to a highly contagious and mutagenic biological agent known as the T @-@ virus .
 Eventually , the player character discovers a secret underground laboratory containing Umbrella 's experiments . In the laboratory , the player finds Jill or Chris in a cell and encounters Wesker programming a Tyrant supersoldier . Wesker reveals that he is a double agent working for Umbrella and plans to use the Tyrant to kill the remaining STARS members . However , in the ensuing confrontation , Wesker is supposedly killed and the player character defeats the Tyrant . After activating a self @-@ destruct system , the player gets up to the heliport and manages to contact Brad for extraction . The game features multiple endings depending on how well the player performed at key points within the game . In the best ending , the mansion is destroyed and most of the team escapes in the helicopter after defeating the Tyrant one last time . In contrast , in the worst possible ending , the mansion remains intact and the player character is the sole survivor .

= = Development = =

 Resident Evil was developed by Capcom and directed by Shinji Mikami , who has designed and directed the original Resident Evil for the PlayStation video game console . The game was part of an exclusivity agreement between Capcom and Nintendo that spanned three Resident Evil titles for the GameCube , the others being Resident Evil Zero and Resident Evil 4 . Mikami decided to produce a remake of the original Resident Evil because he felt that it had not aged very well , making it hard for new players to appreciate its charm . He also remarked that the GameCube 's capabilities would allow the developers to bring the Resident Evil series closer to the original vision he had for the

series . According to Capcom 's marketing director Todd Thorson , the main goal in developing the remake was to " achieve motion picture quality visuals and create even more suspense and fear than the original " .

Production on the game started at the beginning of 2001 with a team of only four programmers . Since Resident Evil was one of Capcom 's first titles developed for the GameCube , the development team had to study the system 's performance during the first stages of development . Initially , the team considered the possibility of creating the game 's environments with computer graphic animation , but then realized that this approach would require too much hardware capacity and processing to achieve realistic graphics . As a result , the graphical style of the remake features 3D models over pre @-@ rendered backgrounds like the Resident Evil games for the PlayStation . Despite this , the camera is more dynamic and can track the player at varying angles . The backgrounds also make use of particle effects and full motion video layers to simulate effects such as rushing water or swaying tree branches . Causing fear to the player was a high priority , and many of the game 's backgrounds were designed to have a high contrast between dark and light so that enemies could appear unexpectedly .

Originally , the developers planned to only upgrade the graphics and tweak the gameplay . However , as development was getting closer to completion , Capcom started making more substantial changes in the game . For example , the inventory was expanded so that players could carry a standard item like Jill 's lock picking , while defense items , which were initially not going to be separated from the main inventory , were introduced to make the game a bit easier than the original Resident Evil . The developers originally planned to make all enemies invisible but the idea was ultimately discarded because it would have made the remake very different from the original game . However , they designed the zombies so that they could come back to life a certain amount of time after they are killed . The developers also added new areas for the player to explore , changed most of the puzzle designs , and included a new control scheme called Type C where players move their characters by pressing the R button of the GameCube controller and steer them with the analog stick . Another addition is the subplot involving the character Lisa Trevor , which was cut from the original game . Instead of using adjectives to describe difficulty levels , Mikami deliberately decided to have unique questions so that the player would pick the hard one .

Capcom auditioned actors to be used as references by the character designers . The faces of the main protagonists were shaped and based on real people , while motion capture was used to animate their models . About 60 percent of the characters ' motions were animated based on the captured data , while the rest was created from scratch . The developers initially struggled to develop a system for computer graphic animation . However , Nintendo provided Capcom with assistance and the problems were eventually solved . Capcom also hired new voice actors and rewrote the game 's script to make the plot more convincing . The game was developed over the course of one year and two months . Final development of the game was very intense , as programmers had to work for two straight months with no days off to meet the proposed deadline .

= = Release = =

Resident Evil was originally released for the GameCube in March 2002 in Japan , April 2002 in North America , and September 2002 in Europe . As of January 2004 , 445 @,@ 176 copies of the game had been sold in the United States . In May 2008 , Capcom revealed that a total of 1 @.@ 35 million copies of the GameCube game were sold . In December 2008 , the game was ported to the Wii along with Resident Evil Zero . The port , titled Resident Evil Archives : Resident Evil , features a control system that supports the Wii Remote and the GameCube controller . Although Capcom originally had no plans to release the Wii version outside Japan , arguing that the game would not sell very well , the game was eventually released in North America and Europe in June 2009 due to the commercial success of Resident Evil 5 .

A high @-@ definition version of the game , titled Resident Evil HD Remaster , was released worldwide for Microsoft Windows , PlayStation 3 , PlayStation 4 , Xbox 360 , and Xbox One in January 2015 . The HD version supports 5 @.@ 1 surround sound as well as a resolution of 1080p

and a widescreen aspect ratio of 16 : 9 . Since the original controls of the game were criticized , the remaster also includes a new control scheme which allows players to move their character in the direction of the analog stick . Although the game is a digital @-@ only release in North America and Europe , a retail edition of the PlayStation 3 version was made available exclusively in Japan and Asia . The HD version was a commercial success , breaking several sales records . It became the PlayStation Network 's biggest launch title in the service 's history and Capcom 's fastest selling digital game across both North America and Europe . As of April 2015 , more than one million copies of HD Remaster had been sold worldwide across all platforms .

= = Reception = =

 Upon its initial release , the GameCube version of Resident Evil received critical acclaim . Matt Casamassina of IGN felt that the game is " a triumph as a stand @-@ alone adventure and a major accomplishment as a remake " , calling it " the prettiest , most atmospheric and all @-@ around scariest game we 've ever played . " Similarly , GameSpot reviewer Shane Satterfield described the remake as " one amazing game that clearly stands as the best the [ Resident Evil ] series has to offer . " Jes Bickham , writing for NGC Magazine , criticized the gameplay for its limiting controls and tedious inventory management , but nevertheless judged its graphics impressive , noting that the game is " so visually rich that simply seeing the next area is an experience to be treasured . "
 The game was widely praised for its graphics . Satterfield was impressed with the game 's attention to detail , realistic gore , volumetric fog , and Capcom 's ability to integrate real @-@ time lighting and shadows with pre @-@ rendered backgrounds , commenting that the company " has finally perfected the art of mixing prerendered scenery with ambient animations and polygonal objects , and the result is the most visually impressive video game ever released . " Bickham also remarked that , unlike in the original Resident Evil , the contrast between character models and backgrounds is seamless . Casamassina highlighted the complex geometry of the character models , stating that " close shots of Chris or Jill look almost photo @-@ realistic . " The game 's suspenseful and cinematic atmosphere received similar praise , with Game Revolution going so far as to say that the game makes the original Resident Evil look like Pong . Resident Evil was also praised for its realistic sound . AllGame reviewer Scott Alan Marriott felt that the game " [ creates ] a constant sense of dread without relying too much on obvious shock values " , while Satterfield highlighted the quality and variety of sound effects , noting that " there seem to be dozens of sound effects for footsteps alone . " However , some publications considered the voice acting to be weak due to its exaggerated delivery .
 Changes to many aspects of the gameplay were positively viewed ; Mike Weigand of GamePro wrote that " It 's like playing Resident Evil for the first time . " Satterfield remarked that the defensive weapons add a new layer of strategy to the game . However , the controls were criticized for their lack of analog precision , a feature that was previously available in the Nintendo 64 version of Resident Evil 2 . Hector Guzman of GameSpy criticized the fact that the original game 's " laborious " movement scheme , where the analog stick moves the player character in the direction they are facing , was not changed , stating that it can cause unnecessary difficulties when players try to evade monsters . Casamassina also criticized the game 's default control scheme , but considered the Type C controls to be a welcome addition . At the GameSpot 's Best and Worst of 2002 awards , Resident Evil was nominated for Best Story on GameCube , Best Graphics ( Technical ) on GameCube , and Best Action Adventure Game on GameCube .
 The Wii version of the game received generally favorable reviews from critics , but some publications such as IGN criticized it for its outdated controls and lack of new features . Critical reception towards the HD version was mostly positive . Several critics noted that some features like the inventory system and the insistence on having to revisit previously explored areas have not aged very well , but generally agreed that the remaster was a solid revival of a classic .

= = Legacy = =

Resident Evil is often regarded as one of the best and most visually impressive titles in the Resident Evil series . According to Lucas M. Thomas of IGN , the game 's graphics " became the new standard by which all future installments in the series would be compared . " Digital Spy writer Liam Martin remarked that the game is " the definitive version of a true classic " and that it still looked " fantastic " nearly 13 years after it was first released . Although the GameCube version received critical acclaim , it sold worse than expected . As a result , Mikami and Capcom decided that subsequent games in the Resident Evil series would shift away from the survival horror genre and incorporate more action @-@ based elements , starting with Resident Evil 4 in 2005 . Before that happened , Capcom developed Resident Evil Zero , a direct prequel using the same graphic engine and released in late 2002 . The commercial success of the HD version resulted in Capcom 's announcement of a similar edition of Resident Evil Zero in 2015 . A retail compilation called Resident Evil : Origins Collection that includes both Resident Evil HD Remaster and Resident Evil Zero HD Remaster was released on January 22 , 2016 .