

= Codename : Gordon =

Codename : Gordon (also known as Half @-@ Life 2D) is a 2D side @-@ scrolling shooter video game made by Paul " X @-@ Tender " Kamma and Sönke " Warbeast " Seidel . The game was produced on behalf of Nuclearvision Entertainment , and was distributed free of charge over Valve Corporation 's Steam online delivery system as a promotional title for the then @-@ upcoming Half @-@ Life 2 . The game has since been removed from Steam 's storefront due to factors related to the developer 's bankruptcy .

The game started off as a fan project of Paul Kamma and Sönke Seidel , the concept being inspired by various Half @-@ Life 2 advertisements . Soon after , the two started working on Codename : Gordon on behalf of Nuclearvision Entertainment . The company also presented the game to Valve , the developer team of the original Half @-@ Life series , who later distributed the game through Steam .

Codename : Gordon has been overall well received by both reviewers , and the public , the game attracting over 600 @,@ 000 players in the first three weeks after its release . Reviewers appreciated the game for its gameplay and unique dialog style , but also criticized it for its improper optimization , and lack of opponent variety .

= = Plot = =

Codename : Gordon presents an alternative to the storyline of Half @-@ Life 2 , with locations inspired by both Half @-@ Life and Half @-@ Life 2 . Along the way , Gordon Freeman ? the protagonist from the canon games ? meets with some of the main characters of the Half @-@ Life series and tries to find what caused the disappearance of the third dimension .

The game starts with Gordon Freeman in a dock area . After making his way through a few zombies and headcrabs , Gordon meets with Barney Calhoun , a prominent character in the later Half @-@ Life titles . He tells Gordon of an " entire dimension " missing and also notes that the science team is working on solving the problem . Being injured , Barney cannot leave the place , so he gives Gordon his pistol , telling him to leave without him .

In the second chapter , the player meets with Eli Vance and his daughter Alyx who tell Gordon to take their car , which will help him reach City 17 , as seemingly it is the center of the problem . They also tell him to talk to Dr. Kleiner , about his new invention , the gravity gun . Soon after , the player finds Dr. Kleiner , who tells Gordon about his worries regarding the missing dimension and also gives him the gravity gun mentioned by Eli and Alyx .

After being attacked by an alien gunship and getting past a prison heavily guarded by Combine soldiers , Gordon manages to reach City 17 , where he finds the G @-@ Man . He tells the player he has been expecting him and claims to not be behind the situation regarding the missing dimension , instead he says he is but a " lowly pawn in a shady game being played by sinister powers " . Soon after , Gordon confronts a strider ? a large tripod assault unit ? which turns out to be the source of the problem , as upon defeating it a portal is opened ; stepping into this portal , Gordon is sent back to the third dimension .

= = Gameplay = =

Just as in Half @-@ Life 2 , the player takes control of Gordon Freeman . However , unlike the other games in the Half @-@ Life series , Codename : Gordon is set in a two @-@ dimensional world . The sidescroller shooter game offers the player the ability to control Gordon by using the keyboard for movement , and the mouse for aiming and firing weapons .

Armed with various weapons , including the trademark crowbar , and the gravity gun introduced by Half @-@ Life 2 , the player makes their way around six levels encountering enemies such as zombies , headcrabs , and the Combine . Similarly to the main titles in the Half @-@ Life series , the action sequences of the gameplay are broken up by various puzzles .

Along the way the player meets with some of the key characters of the main series , who

communicate with Gordon through text dialog , as the game does not feature voice acting . Unlike the core games of the Half @-@ Life series , in Codename : Gordon the player is able to participate interactively in the dialog , by using emoticons , such as :] , : -) , each associated with a different type of answer .

Upon finishing Codename : Gordon , a new bonus game is unlocked , called " Crow Chase " , in which the player has to try and gather as many points as possible , within a given time limit , by chasing crows , in an attempt to keep them in the air for as long as possible .

= = Production and publication = =

Development on Codename : Gordon began in mid @-@ 2003 . The game started as a fan project of Paul " X @-@ Tender " Kamma , responsible for the software coding , and Sönke " Warbeast " Seidel , responsible for the game graphics . The game was created using Macromedia Flash , the reason for this choice being the developers ' familiarity with the software . The initial intention was to create a platform game , the setting only being decided upon after noticing various pre @-@ release advertisements of Valve 's Half @-@ Life 2 video game . Soon after the project 's initiation the game was noticed by Tim Bruns , co @-@ founder of Nuclearvision Entertainment , whose company then started working on Codename : Gordon together with Kamma and Seidel .

Originally the game was planned to be released for the Nintendo DS portable console ; this decision has been changed only after Nuclearvision Entertainment had contact with Valve Corporation . Being positive about the game , the producers of the Half @-@ Life series begun offering aid in the development of Codename : Gordon , Doug Wood overseeing the project on behalf of Valve . The game was released on 17 May 2004 , and was distributed freely on Valve 's Steam online delivery system , as a form of publicity for the , at that time , upcoming Half @-@ Life 2 . As stated by Gabe Newell , the game was originally supposed to be released on 1 April as an April Fools ' Day joke , with Codename : Gordon supposedly being Valve 's Half @-@ Life 2 .

Originally we were going to release it on April 1st . I even wrote a fake press release that went something like , ' Due to tremendous pressure from the gaming community to ship Half @-@ Life 2 , we looked long and hard at the game to see if there was anything we could cut that would let us ship sooner . It looked like if we cut the third dimension , we 'd be all set , so after five years in development , Valve and Nuclearvision proudly present Half @-@ Life 2D . ' Fortunately saner minds prevailed .

Codename : Gordon was initially meant to receive several updates , including a second bonus game which could be unlocked after finishing the game , however Paul Kamma announced that the update was eventually canceled . The game was eventually removed from the Steam storefront in February 2008 following the liquidation of developer Nuclearvision Entertainment .

= = Reception = =

The game received much attention from the community , even before its release to the public ; as noted by Tim Bruns , art director of Nuclearvision Entertainment , the game attracted over 600 @,@ 000 players in the first three weeks of its release . Bruns declared himself surprised by this number , and said that " the ability to reach this many gamers almost overnight is amazing " .

Codename : Gordon has received overall good reviews from game critics . Home of the Underdogs , described it as being " one of the best fangames " . The game has also been widely appreciated for its inclusion of the gravity gun , Gameplanet saying that it " works as advertised , and is indeed , pretty [cool] " ,

However the game has received negative feedback as well . Home of the Underdogs complained about the game 's high system requirements , considering its complexity , a 1 @.@ 6 GHz processor or higher being necessary in order to play . The game has also been criticized for its lack of opponent variety , and simple but awkward control scheme , as well as its lack of a save function .

= = Removal from Steam = =

The game was taken off of the Steam Store because of issues with the website banner built into the game . The original developers (due to their bankruptcy) allowed the domain to expire , and it was purchased for advertising use . This led to the site containing links to pornographic content and viruses . The game is still obtainable through Steam through the obscure method of entering steam :
/ / install / 92 in a web browser 's address field after installing the Steam client or by enabling the steam developer console and typing " app _ install 92 " .