

= Bungie =

Bungie , Inc. is an American video game developer located in Bellevue , Washington , United States . The company was established in May 1991 as Bungie Software Products Corporation by University of Chicago undergraduate student Alex Seropian , who later brought in programmer Jason Jones after publishing Jones ' game Minotaur : The Labyrinths of Crete . Originally based in Chicago , Illinois , the company concentrated primarily on Macintosh games during its early years and created two very successful video game franchises called Marathon and Myth . A West Coast offshoot produced the PC and console title Oni .

Microsoft acquired Bungie in 2000 ; the project it was working on was repurposed into a launch title for Microsoft 's Xbox console , called Halo : Combat Evolved . Halo became the Xbox 's " killer application " , selling millions of copies and spawning a billion dollar franchise . On October 5 , 2007 , Bungie announced that it had split from Microsoft and become a privately held independent company , Bungie LLC (Microsoft retained ownership of the Halo franchise IP) .

Among Bungie 's side projects are Bungie.net , the company 's official website , which includes company information , forums , and statistics @-@ tracking and integration with many of its games . Bungie.net also serves as the platform from which Bungie sells company @-@ related merchandise out of the Bungie Store and runs other projects , including Bungie Aerospace , its charitable organization , the Bungie Foundation , a podcast , and online publications about game topics . The company is known for its informal and dedicated workplace culture , and recently signed a ten @-@ year publishing deal with Activision . Their first project together was the 2014 first @-@ person shooter , Destiny .

= = History = =

= = = Founding = = =

In the early 1990s , Alex Seropian was pursuing a mathematics degree at the University of Chicago , as the university did not offer undergraduate degrees in computer science . Seropian 's first video game was a Pong clone called Gnop ! (Pong spelled backwards) . Seropian released Gnop ! free of charge , though a few players paid Seropian for the source code . Living at home shortly before graduation , his father 's wishes for him to get a job convinced Seropian to start his own game company instead . Seropian founded Bungie in 1991 to publish Operation : Desert Storm . Seropian culled funding from friends and family , assembling the game boxes and writing the disks himself . Operation : Desert Storm sold 2 @, @ 500 copies , and Seropian looked for another game to publish .

Seropian met programmer Jason Jones in an artificial intelligence course at the University of Chicago . Jones was a longtime programmer who was porting a game he wrote , called Minotaur , from an Apple II to the Apple Macintosh platform . Jones recalled , " I didn 't really know [Alex] in the class . I think he actually thought I was a dick because I had a fancy computer . " Seropian and Jones partnered to release the role @-@ playing video game as Minotaur : The Labyrinths of Crete in 1992 ; while Jones finished the coding , Seropian handled design and publicity . The game relied on a then @-@ uncommon internet modems and AppleTalk connections for play and sold around 2 @, @ 500 copies , but it developed a devoted following .

The team focused on the Macintosh platform , not Windows @-@ based personal computers , because the Mac market was more open and Jones had been raised on the platform . While Jones was responsible for many of the creative and technical aspects , Seropian was a businessman and marketer . " What I liked about [Seropian] was that he never wasted any money , " Jones recalled . With no money to hire other personnel , the two assembled Minotaur boxes by hand in Seropian 's apartment . While the pair remained low on funds ? Seropian 's wife was largely supporting him ? the modest success of Minotaur gave the duo enough money to develop another project .

Inspired by the shooter game Wolfenstein 3D , Jones wrote a 3D game engine for the Mac . Bungie

's next game was intended to be a 3D port of Minotaur , but Jones and Seropian found that Minotaur 's top @-@ down perspective gameplay did not translate well to the 3D perspective , and did not want to rely on modems . Instead , they developed a new storyline for the first @-@ person shooter that became Pathways into Darkness , released in 1993 . Jones did all the coding , with his friend Colin Brent creating the game 's art . The game was a critical and commercial success , winning awards including Inside Mac Games ' " Adventure Game of the Year " and Macworld 's " Best Role @-@ Playing Game . "

Pathways beat sales expectations and became Bungie 's first commercial success . Bungie moved from a one @-@ bedroom apartment to a studio in Chicago 's South Side on South Halsted Street ; Seropian and Jones 's first full @-@ time employee , Doug Zartman , joined in May 1994 to provide support for Pathways , but became Bungie 's public relations person , honing Bungie 's often sophomoric sense of humor and irreverence . Bungie composer Martin O 'Donnell remembered that the studio 's location , a former girl 's school next to a crack house , " smelled like a frat house after a really long weekend " and reminded staff of a locale from the Silent Hill horror video games .

= = = Marathon , Myth and Oni = = =

Bungie 's next project began as a sequel to Pathways into Darkness , but evolved into a futuristic first person shooter called Marathon . Not only did it introduce the rocket jumping mechanic to gamers for the first time (then known as " hopping ") , it was the first control system where players could use the mouse to look up and down as well as pan side @-@ to @-@ side . Pathways had taught Bungie the importance of story in a game , and Marathon featured computer terminals where players could choose to learn more about the game 's fiction . The studio became what one employee termed " your stereotypical vision of a small computer @-@ game company ? eating a lot of pizza , drinking a lot of Coke " while the development team worked 14 hours every day for nearly six months .

After showing the game at the Macworld Expo , Bungie was mobbed with interest and orders for the game . The game was not finished until December 14 , 1994 ; Jones and a few other employees spent a day at a warehouse assembling boxes so that some of the orders could be filled before Christmas . The game was a critical and commercial success , and is regarded as a relatively unknown but important part of gaming history . It served as the Mac alternative to DOS PC @-@ only games like Doom and System Shock . The game 's volume of orders was unprecedented for the studio , who found that its old method of mail or phone orders could not scale to the demand and hired another company to handle the tens of thousands of orders . Marathon also brought Bungie attention from press outside the small Mac gaming market .

The first game 's success led to a sequel , Marathon 2 : Durandal . The series introduced several elements , including cooperative mode , which made their way to later Bungie games . The game was released November 24 , 1995 , and outsold its predecessor . When Bungie announced its intention to port the game to the Windows 95 operating system , however , many Mac players felt betrayed , and Bungie received a flood of negative mail . Seropian saw the value of moving into new markets and partnering with larger supply chains , although he lamented the difficult terms and " sucky " contracts distributors provided . The game released on Windows 95 in September 1996 .

Marathon Infinity was released the following year .

After Marathon , Bungie moved away from first @-@ person shooters to release a strategy game , Myth : The Fallen Lords . The games stressed tactical unit management as opposed to the resource gathering model of other combat strategy titles . The Myth games won several awards and spawned a large and active online community . Myth : The Fallen Lords was the first Bungie game to be released simultaneously for both Mac and Windows platforms .

The success of Myth enabled Bungie to change Chicago offices and establish a San Jose , California based branch of the studio , Bungie West , in 1997 . Bungie West 's first and only game would be Oni , an action title for the Mac , PC and PlayStation 2 .

= = = Halo and buyout = = =

In 1999 , Bungie announced its next product , Halo , originally intended to be a third @-@ person shooter game for Windows and Macintosh . Halo 's public unveiling occurred at the Macworld Expo 1999 keynote address by Apple 's then @-@ interim @-@ CEO Steve Jobs (after a closed @-@ door screening at E3 in 1999) .

On June 19 , 2000 , soon after Halo 's preview at Electronic Entertainment Expo 2000 , Microsoft announced that it had acquired Bungie Software and that Bungie would become a part of the Microsoft Game Division under the name Bungie Studios . Halo would be developed as an exclusive , first @-@ person shooter title for the Xbox . The reasons for Bungie accepting Microsoft 's offer were varied . Jones stated that " I don 't remember the details exactly , it was all a blur . We 'd been talking to people for years and years ? before we even published Marathon , Activision made a serious offer . But the chance to work on Xbox ? the chance to work with a company that took the games seriously . Before that we worried that we 'd get bought by someone who just wanted Mac ports or didn 't have a clue . " Martin O 'Donnell , who had joined Bungie as an employee only ten days before the merger was announced , remembers that the stability of the Xbox as a development platform was not the only benefit . Around the same time , it was discovered that Asian versions of Myth II could entirely erase a player 's hard drive ; the glitch led to a massive recall of the games right before they shipped , which cost Bungie nearly one million dollars . O 'Donnell stated in a Bungie podcast that this recall created some financial uncertainty , although accepting the offer was not something " Bungie had to do . " Seropian and Jones had refused to accept Microsoft 's offer until the entire studio agreed to the buyout .

As a result of the buyout , the rights to Myth and Oni were transferred to Take @-@ Two Interactive as part of the three @-@ way deal between Microsoft , Bungie and Take @-@ Two ; most of the original Oni developers were able to continue working on Oni until its release in 2001 . Halo : Combat Evolved , meanwhile , went on to become a critically acclaimed hit , selling more than 6 @.@ 5 million copies , and becoming the Xbox 's flagship franchise .

Halo 's success led to Bungie creating two sequels . Halo 2 was released on November 9 , 2004 , making more than \$ 125 million on release day and setting a record in the entertainment industry . Halo 3 , the final installment in the original Halo trilogy , was released on September 25 , 2007 and surpassed Halo 2 's records , making \$ 170 million in its first twenty @-@ four hours of release .

= = = Independent company = = =

On October 1 , 2007 , Microsoft and Bungie announced that Bungie was splitting off from its parent and becoming a privately held limited liability company named Bungie , LLC . As outlined in a deal between the two , Microsoft would retain a minority stake and continue to partner with Bungie on publishing and marketing both Halo and future projects , with the Halo intellectual property belonging to Microsoft .

While Bungie planned on revealing a new game at E3 2008 , Bungie studio head Harold Ryan announced that the unveiling was canceled . Almost three months later , Bungie announced that the new game was a prequel and expansion to Halo 3 titled Halo 3 : Recon . The next month , Bungie changed game 's title from Halo 3 : Recon to Halo 3 : ODST . At E3 2009 , Bungie and Microsoft revealed the company was developing another Halo @-@ related game , Halo : Reach , for release in 2010 . Reach was the last game in the Halo franchise to be developed by Bungie .

Bungie continued expanding , though it did not commit to details about new projects and ship dates . The company grew from roughly 120 employees in May 2008 to 165 in June 2009 , outgrowing the studio Microsoft developed . Ryan helped redesign a former multiplex movie theater in Bellevue into new Bungie offices , with 80 @,@ 000 square feet (7 @,@ 400 m2) replacing the 41 @,@ 000 square feet (3 @,@ 800 m2) the company occupied previously .

On April 29 , 2010 , Bungie announced that it was entering into a 10 @-@ year publishing agreement with publisher Activision Blizzard . Under Bungie 's agreement with Activision , new intellectual property developed by Bungie will be owned by Bungie , not Activision , in a deal similar to the EA (Electronic Arts) Partners Program .

On June 30 , 2011 , Bungie announced the " Bungie Aerospace " project (Slogan " Per audacia ad astra " meaning " Boldly to the stars " .) The project is intended to provide independent game developers with publishing , resources , and support , including access to the Bungie.net platform . On November 18 , 2011 , Bungie Aerospace published its first game , Crimson : Steam Pirates , for iOS , developed by startup video game developer Harebrained Schemes . In addition to publishing and distributing Crimson , Bungie Aerospace also provided players with statistical support and a dedicated discussion forum on Bungie.net.

On February 17 , 2013 , Bungie announced Destiny , which launched for the PlayStation 3 , PlayStation 4 , Xbox 360 , and Xbox One platforms on September 9 , 2014 .

On January 27 , 2016 , Ryan stepped down as president and Pete Parsons , who had been the company 's chief operating officer and executive producer since 2002 , became its chief executive officer .

= = Bungie.net = =

Bungie.net serves as the main official portal for interaction between company staff and the community surrounding Bungie 's games . When Bungie was bought by Microsoft , the site was originally seen as in competition with Microsoft 's own Xbox.com site , but community management eventually won out as the bigger concern . The site has been redesigned several times .

During Bungie 's involvement with the Halo franchise , the site recorded statistics for each game played . This information included statistics on each player in the game , and a map of the game level showing where kills occurred , called " heatmaps . " On January 31 , 2012 , Bungie announced that , as of March 31 , 2012 , Bungie.net would no longer update Halo game statistics and Halo player service records , host new user @-@ generated Halo content , or operate Halo 's " Bungie Pro " service . Bungie 's cessation of these services on March 31 completed the transition process of all data for Halo games being managed by 343 Industries . Currently , Bungie.net records player 's statistics for their game franchise Destiny . In addition to the collection of data and the management of Destiny player 's accounts , the website serves as a form of communication between Bungie and the community .

While Bungie had long provided places for fans to congregate and talk about games , as well as releasing new information and screenshots over Bungie.net , it historically had made less effort and been less successful at providing access to the inside workings of Bungie and its staff . As part of a move to become more familiar with fans , Bungie recruited recognized and respected voices from the fan community , including writers Luke Smith , Eric Osborne , and others . The developer hosts a podcast where staff members are interviewed in a round @-@ table , informal atmosphere .

Bungie also has an iOS and Google Play application that allows stat @-@ tracking for their game Destiny on the go .

= = Culture = =

Martin O 'Donnell described Bungie 's workplace culture as " a slightly irreverent attitude , and not corporate , bureaucratic or business @-@ focused " ; artist Shi Kai Wang noted that when he walked into Bungie for an interview , " I realized that I was the one who was over @-@ dressed , [and] I knew this was the place I wanted to work . " Frank O 'Connor comically noted that at a Gamestop conference , the Bungie team was told to wear business casual , to which O 'Connor replied " We [Bungie] don 't do business casual . "

This informal , creative culture was one of the reasons Microsoft was interested in acquiring Bungie , although game designer Jordan Weisman said that Microsoft came close to destroying the company 's development culture , as it had with the now @-@ defunct FASA Studio . Studio head Harold Ryan emphasized that even when Bungie was bought by Microsoft , the team was still independent :

One of the first things [Microsoft] tried after acquiring Bungie , after first attempting to fully assimilate them , was to move Bungie into a standard Microsoft building with the rest of the game

group . But unlike the rest of the teams they 'd brought in previously , Bungie didn 't move into Microsoft corporate offices ? we tore all of the walls out of that section of the building and sat in a big open environment . Luckily Alex and Jason [Seropian and Jones , Bungie 's founders] were pretty steadfast at the time about staying somewhat separate and isolated .

Microsoft eventually moved the studio to Kirkland , Washington . Despite the move , financial analyst Roger Ehrenberg declared the Bungie @-@ Microsoft marriage " doomed to fail " due to these fundamental differences . Bungie also pointed out that it was tired of new intellectual property being cast aside to work on the Halo franchise . Edge described the typical Bungie employee as " simultaneously irreverent and passionately loyal ; fiercely self @-@ critical ; full of excitement at the company 's achievements , no matter how obscure ; [and] recruited from its devoted fanbase . "

The Bungie workplace is highly informal , with new and old staff willing to challenge each other on topics , such as fundamental game elements . Staff are able to publicly criticize their own games and each other . Fostering studio cooperation and competition , Bungie holds events such as the " Bungie Pentathlon " , in which staff square off in teams playing games such as Halo , Pictionary , Dance Dance Revolution , and Rock Band . Bungie also faced off against professional eSports teams and other game studios in Halo during " Humpdays " , with the results of the multiplayer matches being posted on Bungie.net.

Bungie 's staff and fans , known as the " Seventh Column , " have banded together for charity and other causes . After Hurricane Katrina , Bungie was one of several game companies to announce its intention to help those affected by the hurricane , with Bungie donating the proceeds of special T @-@ shirts to the American Red Cross ; after the 2010 Haiti earthquake , Bungie sold " Be a Hero " T @-@ shirts and donated money to the Red Cross for every Halo 3 or ODST player on Xbox Live who wore a special heart @-@ shaped emblem . Other charity work Bungie has done included auctioning off a painting of " Mister Chief " by Frank O 'Connor , a Halo 2 soda machine from Bungie 's offices , and collaborating with Child 's Play auctions . In 2011 , Bungie formed a nonprofit organization , named Bungie Foundation .

= = Developed games = =

= = Related companies = =

Many of Bungie 's employees have left the company to form their own studios . Double Aught was a short @-@ lived company composed of several former Bungie team members , founded by Greg Kirkpatrick . Seropian left to form Wideload Games , creator of Stubbs the Zombie in " Rebel Without a Pulse " . Other companies include Giant Bite , founded by Hamilton Chu (former lead producer of Bungie Studios) and Michal Evans (former Bungie programmer) , and Certain Affinity , founded by Max Hoberman (the multiplayer design lead for Halo 2 and Halo 3) ; Certain Affinity 's team included former Bungie employees David Bowman and Chad Armstrong (who later returned to Bungie) . The company collaborated with Bungie in releasing the last two downloadable maps for Halo 2 and the downloadable Defiant Map Pack for Halo : Reach . 343 Industries , a game studio formed by Microsoft to manage the Halo series following the launch of Halo : Reach , also includes a few former Bungie employees , including former Community Manager Frank O 'Connor . In 2015 , long time ex @-@ Bungie employee Marty O 'Donnell started a new game studio known as Highwire Games .