

= Jason Jones (programmer) =

Jason Jones (born June 1 , 1971) is a video game developer and programmer who co @-@ founded the video game studio Bungie with Alex Seropian in 1991 . Jones began programming on Apple computers in high school , assembling a multiplayer game called Minotaur : The Labyrinths of Crete . While attending the University of Chicago , Jones met Seropian and the two formed a partnership to publish Minotaur .

Following the modest success of Minotaur , Jones programmed Bungie 's next game , Pathways Into Darkness , and worked on code , level design and story development for Bungie 's Marathon and Myth series . For Bungie 's next projects , Halo : Combat Evolved and Halo 2 , Jones took on a more managerial role as project lead . He worked as design lead on the 2014 video game Destiny .

= = Early life = =

Jones became interested in programming in high school , and learned Applesoft BASIC and 6502 Assembly on an Apple II series computer . When Apple released its Macintosh line , Jones 's family purchased a Macintosh 128K , but Jones never programmed much for it . After high school Jones got a job programming for a computer @-@ aided design company on PCs , before going to college the next year . In his off time Jones said that all he ever did on the Apple II was write games , " and it seemed logical to continue that on the Mac , " he said . " The first thing I did on the Mac was to port a modem game I 'd written called Minotaur from 6502 Assembly on the Apple II into MPW C on the Mac . I was still finishing that when I came to college . By that time , I knew I wanted to write games . "

= = Bungie = =

Jones met Alex Seropian in his second year at the University of Chicago . In 1991 Seropian had founded Bungie and published his own game , Operation Desert Storm . Seropian was looking for another game to publish , and they decided to work together to finish Minotaur . While Seropian did design and marketing , Jones finished the programming . Minotaur : The Labyrinths of Crete shipped in April 1992 ; while the game sold only around 2 @, @ 500 copies (it required a then @-@ rare modem for network play) , it developed a devoted following . After publishing Minotaur , Jones and Seropian formed a partnership ; " What I liked about him was that he never wasted any money " , Jones said of his partner .

Bungie focused on the Mac platform due to familiarity with the platform and ease of use . " The PC market was really cutthroat , but the Mac market was all friendly and lame . So it was easier to compete , " Jones said . After Minotaur , Bungie began work on a 3D graphics version of the game , but realized that the game 's format was not suited to a 3D environment . Instead , Jones and Seropian wrote a brand @-@ new story for what became Pathways Into Darkness . Since Bungie had no money and Jones was the only one with the available time , he single @-@ handedly coded the game on a Mac IIfx , passing art chores to his friend Colin Brent . Pathways was successful enough that Bungie moved from a one @-@ bedroom apartment to an actual office .

Bungie 's next project started as an update of Pathways but evolved into a science fiction shooter game , Marathon . The game included state @-@ of @-@ the @-@ art graphics , network multiplayer , and voice support , and won a number of awards on release in 1994 . Jones recalled that he was surprised anyone ever completed the game and sought to atone for some of its shortcomings with its sequel , Marathon 2 : Durandal , which was also released for Windows PCs . The Marathon series was followed by a series of real @-@ time strategy games , starting with Myth : The Fallen Lords in 1996 .

Bungie continued to expand , and in 1997 work began on a new project , codenamed Blam ! (Jones had changed the name from Monkey Nuts because he could not bring himself to tell his mother about the new game under that title .) Blam ! evolved from a real @-@ time strategy game to a third @-@ person shooter to a first @-@ person shooter called Halo : Combat Evolved . Jones

role in development was unlike Marathon and Myth , where Jones was involved in developing more than half the levels and much to most of the story . Instead , he was the project lead and a manager , barely providing any code to the game . He would read war journals by authors such as John Kinkaid and Winston Churchill .

In 2000 , Microsoft acquired Bungie , moving the team from Chicago to Washington State . Jones recalled that the buyout was a " blur [...] We 'd been talking to people for years and years ? before we even published Marathon , Activision made a serious offer [to buy us] . But the chance to work on [the Microsoft Xbox console] ? 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 . " Around the same time , a glitch in versions of Myth II was found to entirely erase a player 's hard drive ; this led to a massive recall of the games right before they shipped , costing Bungie nearly one million dollars . Composer Martin O 'Donnell said that this recall created financial uncertainty in the studio , though accepting the offer was not something " Bungie had to do . " Jones and Seropian refused to accept Microsoft 's offer until the entire studio agreed to the buyout .

Combat Evolved was highly successful , selling more than a million units in its first six months and driving Xbox sales . Jones led the development team that created its sequel , Halo 2 , and he worked as design lead on a new video game series , Destiny . He was listed in Next Generation Magazine 's top 100 Developers in 2006 and 2007 .