

= Day of Defeat : Source =

Day of Defeat : Source is a team @-@ based online first @-@ person shooter multiplayer video game developed by Valve Corporation . Set in World War II , the game is a complete remake of Day of Defeat it was updated from the GoldSrc engine used by its predecessor to the Source engine , and a remake of the game models . The game was released for Microsoft Windows on September 26 , 2005 , distributed through Valve 's online content delivery service Steam . Retail distribution of the game was handled by Electronic Arts .

The game was officially announced in February 2005 . During the course of its development , Day of Defeat : Source progressed from being a straight conversion of Day of Defeat , to the alteration of certain aspects of the game 's design and introduction of several new features . In addition , Day of Defeat : Source has been used by Valve to present new design features on the Source engine , such as high dynamic range rendering and cinematic effects . The game itself revolves around two teams , the US Army and the German Wehrmacht , each with access to six player classes , fighting in a variety of scenarios inspired by World War II engagements in the European Theatre of 1944 .

Upon release , the game received a generally favorable reception , praised for its atmospheric and strategic gameplay and its graphics , audio work and overall presentation . However , the game was criticized for the lack of content in it at the time of release , although subsequent updates to the game have added new game modes and levels .

= = Gameplay = =

Day of Defeat : Source is set in World War II , specifically the European Theatre in the year 1944 . Players choose to join the forces of either the United States Army or the German Wehrmacht and compete against each other in a variety of game modes . Players select from one of six classes to play as , each with its own role within the team . Player characters cannot take much damage , and in some circumstances can be killed by a single bullet , forcing players to make use of cover to stay alive . When a player character dies , that player starts a short countdown for reinforcements . When the timer runs out , the player and any friendly players killed in that time respawn into the game at their insertion point as the next wave of troops . All weapons in the game have realistic limits to their use : machine guns must be deployed to maintain accurate fire or to be reloaded , rocket launchers must be shouldered to be aimed and fired , sniper rifles are most accurate when used with the scope and grenades not " cooked off " before release may be easily fled or even thrown back by the opposition .

The game was initially released with four maps , although later updates have introduced five new official levels and eight community produced maps supported by Valve . The game 's levels are based after real battles in the Allied campaigns in Italy , Sicily and France , such as the Falaise pocket or the beach landings of Operation Shingle at Anzio , as well as entirely fictional battles . Combat can take place in several environments , such as city streets , buildings and sewers . Each online game can sustain a maximum of 32 players .

Day of Defeat : Source , like other titles developed by Valve , tracks detailed statistics for individual players . They include the time spent playing as each class , accuracy and performance for each weapon used , flag captures , and various other details . Day of Defeat : Source also features numerous " achievements " for carrying out certain tasks , such as scoring a certain number of kills with a particular weapon or completing a round within a certain time . Many of the achievements are class @-@ specific , providing incentive for a player to improve his or her abilities with each class evenly . Achievements unlocked and statistics from previously played games are displayed on the player 's Steam profile page .

= = = Game modes = = =

There are two main game modes in Day of Defeat : Source : territorial control and detonation . In territorial control maps , players must fight for control of all strategic points on the map . The

strategic points take various forms , such as a destroyed tank in a street or fields and buildings , and are designated by a flag in its vicinity , which displays the army colors of the team who controls the point . Points are captured by a certain number of team members surrounding the point , with it either capturing instantly or after a couple of seconds . Players on the other side can disrupt a capture by placing themselves within the capture area during the process or by killing the enemy players at the point . The first side to hold all the points simultaneously wins the round .

The objective in a detonation level is to plant and detonate explosive devices on a number of enemy positions , which can consist of AA guns , tanks and armored cars . Some positions must be hit twice for them to be completely destroyed . Players can protect their positions by defusing the explosives before they detonate . In one variation of this game mode , one side has to defend their positions for a set amount of time , with the destruction of each piece of equipment giving the enemy team more time . The defenders win if they can hold their positions long enough for the time to run out , while the attackers win when all objectives have been destroyed . In the alternate version , both teams must attack the other 's objectives while defending their own . The first team to destroy all of the enemy 's equipment wins .

= = = Classes = = =

Both factions in Day of Defeat : Source have access to six classes . Each class is designed with specific combat circumstances in mind , so that teams must use teamwork to succeed . The weapons and equipment carried by the classes are based on the weapons used by both the US Army and Wehrmacht during World War II . Some of classes are armed with pistols ? the American M1911 or the German Walther P38 ? while others are equipped with trench knives or entrenching tools for melee combat . Grenades are carried by a number of classes , depending on their role in the game ? riflemen are equipped with rifle grenades , the assault classes are armed with a single fragmentation grenade and a smoke grenade for providing concealment , while support classes have access to two standard fragmentation grenades . Riflemen are armed with their respective army 's standard infantry rifle , and are designed for medium to long range combat , while the assault classes carry submachine guns which are only effective in close quarters . The support classes are designed for medium range combat , equipped with either the M1918 Browning Automatic Rifle or the StG44 . Snipers are used for attacking enemy targets from long range , and are consequently armed with their army 's standard bolt @-@ action sniper rifle . Machine gunners carry machine guns to defend key locations on a level or to provide a base of fire for their team 's advance . Machine gunners are required to deploy their weapons on bipods before firing in order to compensate for the machine gun 's extreme recoil . The final class is armed with an anti @-@ armor weapon , used in the game to displace enemy machine gun or sniper positions . This class is armed with either an M1 carbine or Mauser M712 to defend themselves with when moving .

= = Development = =

= = = Production = = =

Day of Defeat : Source was first announced for Microsoft Windows during the development of Half @-@ Life 2 , the flagship game of the Source engine , as one of several of the Valve Corporation 's GoldSrc powered games to be remade on the new game engine . In the aftermath of the release of Half @-@ Life 2 and Counter @-@ Strike : Source , very little information was released regarding the development of Day of Defeat : Source until 2005 . In February 2005 , Valve officially announced Day of Defeat : Source , stating that the game was nearing its beta development phase and would be available later in the first quarter of the year . The game was opened to an internal beta test soon after , which certain members of the Day of Defeat community were invited to join . The beta version of the game was shown as a straight conversion of the most recent version of Day of Defeat , at the time even including the same player and weapon models as the game 's GoldSrc counterpart . Due

to the response of the beta testers , significant changes were made to the gameplay , taking it away from being a straight conversion : the behaviour of weapons was altered and several classes from Day of Defeat were dropped entirely . Later media releases showed the revamped version of the game , including its new player and weapon models , as well as new additions to the game , such as rifle grenades and smoke grenades . On September 2 , 2005 , Valve announced that they were " confident " that the game would be released that month , and seven days later announced an official release date of September 26 , 2005 . The game was made available for preload via Valve 's Steam content delivery system on September 14 , 2005 , and was officially released on time on September 26 .

Since its release , Day of Defeat : Source has undergone several updates . These updates have consisted of gameplay tweaks , new maps and graphical effects . The first new level was released on November 30 , 2005 , and was followed on January 25 , 2006 by another new map , used as a demonstration for the Source engine 's abilities in rendering snow and ice . A major update was announced on June 22 , 2006 , adding the detonation game mode , various gameplay tweaks and two further maps to accommodate the new game mode . The update was released on June 28 , 2006 . On April 26 , 2007 , a group of maps produced by the game 's community , entitled the Community Assembled Map Pack (CAMP1) , was released . Consisting of three maps , the pack was created with the assistance and support of Valve . This was followed by CAMP2 on July 26 , 2007 , a pack which consisted of a further five maps . On May 23 , 2008 , Valve announced another major update to Day of Defeat : Source , this time giving the game support for the company 's new Steamworks programmer . The update is open to any owners of Day of Defeat : Source . Along with various gameplay tweaks , the update moves the game to the Source engine version used with The Orange Box , allowing the game to utilize particle effects , as well as adding a new official map based on a long @-@ standing custom map for Day of Defeat and 54 achievement awards for players completing certain tasks .

= = = Technology = = =

Day of Defeat : Source has been used by Valve as a platform for demonstrating several technologies in the Source engine . Day of Defeat : Source introduced a dynamic audio system that was limited to non @-@ player characters in Half @-@ Life 2 . The sound of each weapon firing in @-@ game is attributed with distance and occlusion variables , which are processed and then fed back to the player . Sounds far from the player lack higher frequencies and thus sound more like they naturally would , allowing for the actions of other players on a map to make up the ambient sounds for the level . The game was the first to incorporate Valve 's high dynamic range rendering , predating the official demonstration , Half @-@ Life 2 : Lost Coast . Other effects were added post @-@ release to make the game appear as if it were a World War II era film . The effects include motion blur , depth of field , film grain and color correction . Phong shading on the Source engine was added to Day of Defeat : Source with the major update in the second quarter of 2006 .

= = = Marketing = = =

To promote the game , Valve has produced three machinima trailers depicting the game in play . The trailers are themed around wartime propaganda news reports for both Germany and the United States . To convey this effect , the trailers make extensive usage of the Source engine 's capabilities for film grain , color correction , motion blur and depth of field , as well as sepia toning . The first trailer was released as part of the game 's post @-@ release marketing on December 20 , 2005 . Entitled Prelude to Victory , the trailer depicted a large firefight in the game as a report from the German perspective , complete with a commentator speaking in the German language . Two further trailers were released to promote the major update to Day of Defeat : Source in the second quarter of 2006 . The trailers , both from the American viewpoint , displayed how the new detonation gameplay worked , emphasising teamwork as the key to success , as well as introducing the viewer to the two new maps added by the update . To further create interest in the game , Valve has

opened Day of Defeat : Source to three free weekends , the first taking place on February 10 , 2006 , the second on July 8 , 2006 and the third on July 4 , 2008 , where anyone with a Steam account could download and play the game for a maximum of 48 hours free of charge .

= = Reception = =

Day of Defeat : Source was given a positive reception upon release , receiving ratings of 80 / 100 and 81 @. @ 25 % from the review aggregation sites Metacritic and GameRankings . The game 's graphics received near universal praise , with GameSpot stating that " presentation is Day of Defeat : Source 's most obvious strength " , and PC Zone citing this for creating a " tense and atmospheric " game . The ragdoll physics in the game noted by reviewers as being " amusing " , and the game 's audio work was also praised . The core gameplay , described as " lightning war meets capture the flag " by 1UP.com , was equally praised by reviewers , many appreciating the interdependence of the classes and strategic gameplay . Several reviews closed remarking that the game 's content was of a very high quality .

Criticism of the game principally revolved around the lack of content . While praise was bestowed upon the quality of the content already available , a number of reviewers were concerned about the small number of maps included in the initial release , even though new content was promised by Valve for later . IGN commented that the existing content had a good chance of going " stale " , while GameSpy stated that the game 's " lack of breadth " was a " serious shortcoming " . In addition , PC Zone commented that " by still clinging to the small @-@ scale skirmish atmosphere of the original , Day of Defeat : Source doesn 't make much of departure from Counter @-@ Strike " , stating that this made the game seem like a " facelift " to a " much @-@ loved mod [...] before making us pay for it again " . PC Zone summed its review up by commenting that " this is an old game ? an excellent old game and a beautiful old game ? but an old game nonetheless " .