

# HITMAN

## Game Analysis



## Game Analysis

On the face of it, this is a game about the interaction between two things: 47's mechanical toolset, and the environment he finds himself in. The former appears to be very simple. 47 can crouch, take cover, vault over low objects. He can see a short distance through walls to identify the movements of his targets. He can throw small and large objects. He barely moves above a jog. It is a beautiful juxtaposition to his gliding menace, then, that the game's most distinctive mechanic is a fundamentally silly one. Across the series, 47 has always been a master of disguise, capable of switching outfits on the fly to access off-limits areas. In Hitman, though, this is taken to a spectacular extreme as the bald assassin daisy-chains disguise after disguise as he moves through each of the vast environments.

## **Game Mission**

The first mission, a fashion show in a repurposed Parisian museum, is a perfect demonstration of the game's core design thesis: everything you would expect to be in such a location invariably is, and it's all happening at once. On the ground floor, hundreds of guests in tuxedos and cocktail dresses mingle around the bar and the catwalk. Behind the scenes, stylists work industriously, stage crews guide models through darkened corridors. Downstairs, the kitchen hums as chefs and waiters work to keep the upstairs functioning. A security team have set up an outpost in the wine cellar.

## **Genre**

Stealth game- Agent 47 has to be Stealth in his Action. Work According to Environment  
Since Game is Based on

Assassin. He Needs to Be Stealth and Sneaky in his action.

## **Platforms**

PC, PS and XBOX.

## **Target Audience**

Everyone Who Is into Stealth and First-Person Shooter Game. Mostly Ranging From 18 to 40.

## **Control Scheme**

Game Input Control on Different Basis Mostly it works with all first person control also it works on Joystick and Keyboard-mouse combination

## Gameplay



Through this all, 47 moves like a shape-shifting ghost. At a slow walk, he acquires a waiter's outfit from a side room, and slips down some side stairs into the kitchen. Nobody bats an eye. He corners a chef in a blind-spot and takes his outfit, doubling back into the kitchen and, safe in the plausibility of his disguise, poisons some soup. The disguise mechanic is brilliantly complicated by the presence of some NPCs that can see through them, presumably recognising that you're not Karl the Stylist, and you'll occasionally have to duck into cover or wait for one of these brighter specimens to pass ahead of you so as not to be spotted. Paris is followed by Sapienza, the game's standout level, which takes in an entire Italian town. Then come the bustling streets and souks of turbulent Marrakesh, then an immaculate Thai hotel. The game's final two levels, a terrorist compound and a high-tech Japanese hospital, push the players to perform increasingly demanding assassinations. The action of these missions move constantly around 47, and he shifts slightly to use their momentum for his purposes. The reason for the scale of each of these environments becomes clear as the wider metagame emerges. Each level has main story targets, sure, but is also filled with an infinite number of player-made contracts, which ask 47 to assassinate a particular NPC, often while wearing a specific disguise or with a certain weapon. The crown jewels,

though, are the developer's own "Escalation" missions, in which the player is required to perform a hit five consecutive times, with new complications being added with each repetition. Kill the chef. Kill the chef and the waiter. Kill the chef and the waiter with a cavalry sabre. Kill the chef and the waiter with a cavalry sabre, but watch out for the deadly landmines placed around the museum. Now do it in 45 seconds. As IO added more escalations monthly, they became increasingly confident and absurd; they are beautiful practical jokes on the player, tense and funny and rewarding.

As 47 completes contracts and explores each level, he unlocks new tools and weapons to be used in any environment. Complete a hit effectively and you'll be able to start with a disguise, or smuggle a large weapon into a box in the level. These spaces transform, both in actuality as you unlock things, and mentally as you build an increasingly coherent map of the spaces.

The game still changes and shifts monthly. New escalations are added, new contracts are featured. On four occasions, IO released "bonus missions" that radically transformed existing environments, filling the square in Sapienza with a film shoot or turning Marrakesh into a night-market. The game's "Elusive Targets" showed up, too – unique contracts tied to an ever-descending real world clock that can only ever be attempted once, in situations that become almost unbearably tense. Fail them, and the opportunity is lost, never to return. While around 20 Elusive Targets have been and gone, IO plan to continue introducing them into the future.

## **Level Design**



Throughout the course of this collected works, you will disguise yourself as a cyclist, a clown, as a po-faced doctor and a catwalk model. You will kill targets with a fire extinguisher, with a letter opener, with an exploding golf ball. At times you will flee from what feels like the entire level only to end up on the roof of an observatory looking over an Italian town. Sometimes, you will exit levels silently and beautifully and never be seen. The beauty of the game is, you can play for many hours, but then see a friend try a mission and they'll do something totally different. It might be a route you had never considered, or an interaction with a guard you didn't know was possible. In this way the game unfolds like a puzzle box and, just when you think it has finished unfolding, it reveals something new. Hitman is unquestionably the finest game in the series. It might be one of the best stealth games ever made.

## Character

**Agent 47**: A genetically-engineered assassin created from the recombinant DNA of five of the world's most dangerous criminals. The fact that the DNA came from multiple ethnicities allows 47 to blend in to a certain degree in most places in the world, or at least not look immediately suspicious and out-of-place. His name comes from the last

two digits of a bar code on the back of his head – 640509-040147. Agent 47 went from being "a mean old hairy guy" to having "hi-tech glasses" before getting to his current design. According to game director Rasmus Højengaard, the idea of a clone whose future is decided by the people that created him, intrigued the *Hitman* team. Højengaard felt the idea of creating the "ultimate assassin" by cloning "evolved with the character.

Name: Labham Baheti

Roll: 17

Branch:CSGD

Sem:III