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| To: | New Gamer(s) at UWB |
| From: | Odiscious Dozier |
| cc: | Professor Laurie Anderson, Ph.D. |
| Date: | July 2, 2014 |
| Re: | Deciding between Halo 4 and Dishonored |
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# INTRODUCTION

Halo 4 and Dishonored are games that can be played on a PC, but you can choose between them based on your playing preferences. The games are both highly rated; however, there are significant differences between the games. This memo is designed to help you, as a new gamer, decide which game might best fit your entertainment needs or desires. It uses the following criteria: involvement of friends, realism, environment, and story.

# INVOLVEMENT OF FRIENDS

Halo 4 is a First Person Shooter (FPS genre) game that you can play on and off-line – with or without your friends. Halo 4 allows for you to play by yourself or with one other person by splitting a single screen into two sections. You can also play with up to four people, at the same time, by joining a single session over an internet connection. [1][2]

Dishonored is a single player FPS game that makes use of Artificial Intelligence, only, and offers no multi-player gaming abilities or attributes; therefore, you can only play by yourself. Any major decision points you make during game play will affect the story of the game and the fate of the community within the game. While there is no option for interacting with other players from around the world, there is the availability to download game-content. Downloading game content adds to the game play; for example, new scenes, weapons, and abilities. [1][3]

# REALISM (is It realistic or not)

Halo 4 is a science fiction game and is not realistic. The design of the ships, the dog fights in space, and the various worlds are completely fictional and a part of the gaming experience. To enhance realism, from previous versions, the creators of the game have improved the human army’s military and their weapons. The story, is one that is designed to stimulate your senses with the intent to not only keep, but also raise your interest level. The game play itself is specifically designed to excite and entertain you. [2][4]

Dishonored is a science fiction game that delves into the realm of the supernatural, making the game unrealistic. Most of the dialogue is based on human nature, but the story and the abilities you have are fictitious. You not only have modernized 18th century weapons at your disposal, but you also have the ability to: teleport over short distances, possess the bodies of small creatures, and turn dead bodies into ash. [3]

# ENVIRONMENT

Halo 4 takes you on a journey throughout the universe. You will be in combat on various worlds, in mostly moderate weather conditions. The story’s focus of galactic battle keeps the environments alternating between: calm and peaceful settings to global attacks of catastrophic destruction. You are subject to all conditions. Onboard space craft, the environment is riddled with advanced technology, automated systems, and some interactive consoles. [2]

Dishonored is a game that focuses on the story of an individual named, Corvo. The scenes are city based and the location does not change as significantly as Halo 4. The city is built uniquely, with intent. The idea is to allow you to aggressively pursue missions on the streets of the city. Plagues and industry are incorporated to elevate sophistication of the game. Mysticism is incorporated in all areas of the game as Dishonored is centered on the supernatural. [3]

# STORY

Halo 4 is the continuation of a series of stories, but gameplay has no impact on those stories. Each scene is a different mission of the overall story and each mission builds on the previous; thus, the story itself unfolds as you progress in game play. During game play, you will focus on meeting each objective that is given and those objectives are a subset of a subplot of the overall story. [2]

Dishonored is a game that’s story is determined by the choices you make. As you progress through the game, you have the option to use lethal force or to render you enemy unconscious. Either way, the game is based on stealth and you have the ability to carry your victims and place them at a different location; so, you don’t get noticed by other guards or citizens. Getting noticed by a guard alerts them to your presence and they will call other guards in efforts to bring you to swift justice. Getting noticed by a citizen may have catastrophic consequences for you and is an element of the game play. [3]

Table 1 illustrates the ratings for each game.

Table 1 Dishonored and Halo 4 game ratings

| **Criterion** | **Dishonored** | **Halo 4** |
| --- | --- | --- |
| **Ratings** | Winner of over 30 E3 awards | Winner of over 30 industry awards |

CONCLUSION

When selecting your next video game purchase, remember that Halo 4 and Dishonored both differ in their: involvement of your friends, realism, environment, and stories.

If you are a gamer who enjoys a stealthy single player experience, Dishonored is the clear option since Halo 4 was built for a first-person shooter experience.

If you are a gamer who enjoys a greater degree of control over the fate of your character, then Dishonored is the clear option. While Halo 4 offers stealth missions, they are minimal.

If speed and accuracy are areas of concern, you will want to purchase Halo 4. Dishonored has been built for the individual player who enjoys a slower progression through game play and offers minimal sniper opportunities.

References

[1] <http://en.wikipedia.org/wiki/First_Person_Shooter>

[2] <http://en.wikipedia.org/wiki/Halo_4>

[3] <http://en.wikipedia.org/wiki/Dishonored>

[4]<http://www.xb1.co.uk/features/halo-more-realistic-than-you-think/>

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