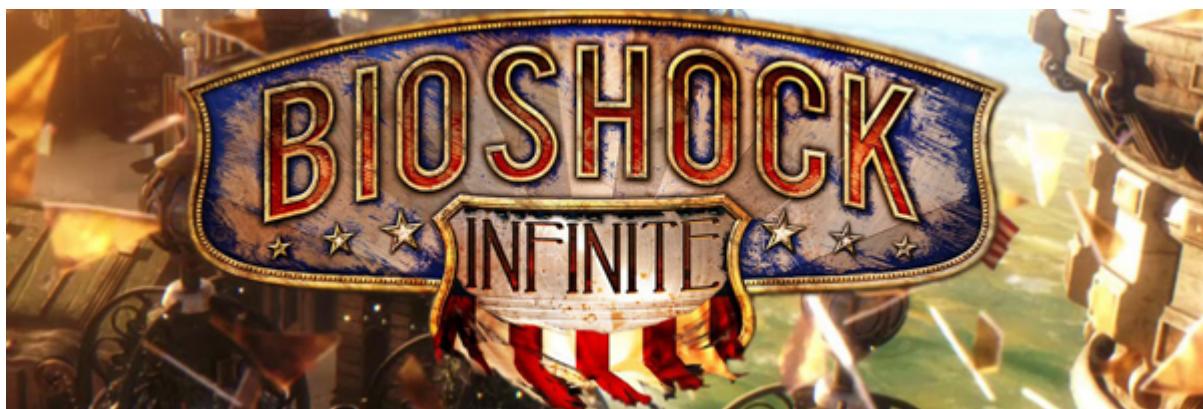# BioShock Infinite

- Genre: Shooter
- Publikationsjahr: 2013
- Publisher: 2K Games
- Developer: Irrational Games, 2K Marin

Spielbeschrieb

Der Spieler übernimmt die Rolle des ehemaligen Pinkerton-Detektivs Booker DeWitt, der den Auftrag erhält, ein Mädchen namens Elizabeth zu befreien, um alte Schulden zu begleichen. Der Auftrag beginnt in einem Leuchtturm. Kurz darauf findet er sich in der Wolkenstadt Columbia wieder. Unterwegs trifft er mehrmals auf die Lutece-Zwillinge, die ihm mit hilfreichen Tipps zur Seite stehen und offenbar über Bookers Aufgabe genauestens Bescheid wissen. Booker kann Elizabeth aufspüren, doch in der Stadt herrschen kämpferische Auseinandersetzungen zwischen den Gründern und der Vox Populi. Die übernatürlich begabte Elizabeth, deren auffälligstes Merkmal eine fehlende Fingerkuppe ist, spielt eine elementare Rolle in dieser Auseinandersetzung, die sich Booker jedoch erst allmählich enthüllt. Verfolgt werden Booker und Elizabeth weiterhin von dem sogenannten Songbird, einem riesigen vogelartigen Roboterwesen, das als Wächter und Beschützer von Elizabeth ihre Befreiung durch Booker verhindern will. (*Quelle: Wikipedia*)

Soundanalyse

Die analysierten Sounds:

- Richtungs- und Ereignislenkende Sounds
- NPC Sounds: Bei View-Collision
- * Mitteilung des Gegnertyps
- * Art der Attacke
- * Health-Points
- Player Sounds:
- * Health-Points
- * Out of Ammo
- Hinweis-Sounds zu Kampfhandlungen

Allgemeine Klangbeschreibung

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Funktional-Ästhetische Beurteilung

(Vergleiche mit XY:)

Physikalisierung und Materialisierung

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Kommunikation

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Narration

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Soundscape

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Stil und Wirkung

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