

# Half-Life



- Genre: Shooter
- Publikationsjahr: 1998
- Publisher: Sierra Entertainment
- Developer: Valve Corporation

## Spielbeschrieb

In Half-Life übernimmt der Spieler die Rolle von Gordon Freeman, eines MIT-Physikers, welcher in einer fiktiven, zum Forschungskomplex ausgebauten Raketentestbasis namens Black Mesa, in der Abgeschiedenheit der Wüste des US-Bundesstaates New Mexico streng geheime Forschungsarbeit betreibt. Als ein Experiment zur Erschließung einer neuen Energiequelle mit Kristallen außerirdischer Herkunft misslingt, wird die Forschungseinrichtung mit Dimensionstoren von einer Parallelwelt überflutet. Gordon Freeman sieht sich nicht nur mit Horden fremdartiger Kreaturen aus einer anderen Welt konfrontiert, sondern auch mit U.S. Marines, die den Auftrag haben, jeden zu beseitigen, der das Gelände verlassen will. Da die Marines nicht in der Lage sind, diese Situation zu meistern, wird das Black-Ops-Spezialkommando nachgeschickt. Dessen Befehle lauten, in Black Mesa ausnahmslos alles Lebendige auszulöschen. (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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VIDEO

## Kommunikation

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## Narration

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## Soundscape

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## Stil und Wirkung

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