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<p>Video game that permits only one player</p>

<p>A single-player video game is a video game where input from only one player is expected throughout the course of the gaming session. A single-player game is usually a game that can only be played by one person, while "single-player mode" is usually a game mode designed to be played by a single player, though the game also contains multi-player modes.[1]</p>

<p>Most modern console games and arcade games are designed so that they can be played by a single player; although many of these games have modes that allow two or more players to play (not necessarily simultaneously) Tj T* BT

The Unreal Tournament series is one example of such.[2]</p>

<p>History [edit]</p>

<p>The earliest video games, such as Tennis for Two (1958), Spacewar! (1961) Tj T* BT

two players. Single-player games gained popularity only after this, with early titles such as Speed Race (1974)[3] and Space Invaders (1978).</p>

<p>The reason for this, according to Raph Koster, is down to a combination of several factors: increasingly sophisticated computers and interfaces that enabled asymmetric gameplay, cooperative gameplay and story delivery within a gaming framework, coupled with the fact that the majority of early games players had introverted personality types (according to th) Tj T* BT

<p>Although most modern games incorporate a single-player element either as the core or as one of several game modes, single-player gaming is currently viewed by the video game industry as peripheral to the future of gaming, with Electronic Arts vice president Frank Gibeau stating in 2012 that he had not approved one game to be developed as a single-player experience.[5]</p>

<p>The question of the financial viability of single-player AAA games was raised following the closure of Visceral Games by Electronic Arts (EA) Tj T* BT

strong narrative single-player focus with Dead Space, and had been working on a single-player, linear narrative Star Wars game at the time of the closure; EA announced following this that they would be taking the game in a different direction, specifically "a broader experience that allows for more variety and player agency".[6] Many commentators felt that EA made the change as they did not have confidence that a studio with an