

brabet

<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), very few actually require more than one player for the game to be played. 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! (196) Tj T* BT

yers. Single-player games gained popularity only after this, /, with early titles

es 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 the Myers-Briggs person) 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) in October 2024. Visceral had been a studio that established itself on a /, 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 AAA-scale budget could produce a viable single-player game based /,

on the popular Star Wars franchise. Alongside this, as well as relatively poor sales of games in the year prior /, that were