

bet mobile 365 - dicas para apostar hoje

Autor: dimarlen.dominiotemporario.com Palavras-chave: bet mobile 365

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Resumo:

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Video game that permits only one player

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]

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]

History [edit]

The earliest video games, such as Tennis for Two (1958), Spacewar! (1962), and Pong (1972), were symmetrical games designed to be played by two players. Single-player games gained popularity only after this, with early titles such as Speed Race (1974)[3] and Space Invaders (1978).

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 personality type indicator).[4]

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]

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 principally AAA single-player games (Resident Evil 7, Prey, Dishonored 2, and Deus Ex: Mankind Divided) against financially successful multiplayer games and those offer a games-as-a-service model (Overwatch, Destiny 2, and Star Wars Battlefront 2), were indicators to many that the single-player model for AAA was waning.[7][8][9][10] Manveer Heir, who had left EA after finishing his gameplay design work for Mass Effect Andromeda, acknowledged that the culture within EA was against the development of single-player games, and with Visceral's closure, "that the linear single-player triple-A game at EA is dead for the time being".[11] Bethesda on December 7, 2024, decided to collaborate with Lynda Carter to launch a Public Safety Announcement to save single-player gaming.[12]

A few years later in 2024, EA was reported to have revived interest in single-player games, following the successful launch of Star Wars Jedi: Fallen Order in 2024. The company still planned on releasing live service games with multiplayer components, but began evaluating its IP catalog for more single-player titles to revive, such as a remake of the Dead Space franchise.[13] Around the same time, head of Xbox Game Studios Phil Spencer said that they still see a place for narrative-driven single-player games even though the financial drivers of the market tended to be live service games. Spencer said that developing such games with AAA-scale budgets can be risky, but with availability of services like cloud gaming and subscription services, they can gauge audience reaction to these games early on and reduce the risk involved before releases.[14]

Game elements [edit]

As the narrative and conflict in single-player gameplay is created by a computer rather than a human opponent, single-player games are able to deliver certain gaming experiences that are typically absent—or de-emphasised—in multiplayer games.[15]

Story [edit]

Single-player games rely more heavily on compelling stories to draw the player into the experience and to create a sense of investment. Humans are unpredictable, so human players - allies or enemies - cannot be relied upon to carry a narrative in a particular direction, and so multiplayer games tend not to focus heavily on a linear narrative. By contrast, many single-player games are built around a compelling story.[16]

Characters [edit]

While a multi-player game relies upon human-human interaction for its conflict, and often for its sense of camaraderie, a single-player game must build these things artificially. As such, single-player games require deeper characterisation of their non-player characters in order to create connections between the player and the sympathetic characters and to develop deeper antipathy towards the game's antagonists. This is typically true of role-playing games (RPGs), such as Dragon Quest and the Final Fantasy, which are primarily character-driven and have a different setting.

Exceptions [edit]

These game elements are not firm, fixed rules; single-player puzzle games such as Tetris or racing games focus squarely on gameplay.

See also [edit]

References [edit]

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Vantagens

3. bet mobile 365 :bet ganhe 5 reais

Aquatics GB se declara "extremadamente preocupado" por los nadadores chinos que dieron positivo en una sustancia prohibida en los Juegos Olímpicos de Tokio

La Asociación de Natación de Gran Bretaña (Aquatics GB), el organismo rector de la natación británica, ha manifestado su "extrema preocupación" por el caso de 23 nadadores chinos que dieron positivo en una sustancia prohibida pero fueron autorizados a competir en los Juegos Olímpicos de Tokio.

El lunes, la Agencia Mundial Antidopaje (Wada) defendió sus acciones en el asunto, diciendo que "haría exactamente lo mismo" si se enfrentara a un problema similar. Pero voces de todos los ámbitos del deporte y más allá han cuestionado el proceso que permitió que los resultados de las pruebas positivas para la Trimetazidina (TMZ) se mantuvieran en secreto y se aceptara un veredicto de contaminación a pesar de que una investigación llevada a cabo por los servicios secretos chinos no pudo explicar cómo ocurrió.

La Asociación de Natación de Gran Bretaña se sumó a las críticas el martes, declarando su preocupación por las posibles consecuencias del incidente. "Estamos extremadamente preocupados por las alegaciones sobre pruebas positivas en el período previo a los Juegos Olímpicos de Tokio, que se informaron el fin de semana", dijo la organización en un comunicado. "El potencial daño de confianza y el daño a la reputación del deporte es significativo y estaremos monitoreando cualquier actualización y posible resolución de cerca."

El lunes, la Wada dijo que en las circunstancias estaba dentro de la remitencia de la agencia antidopaje china no hacer públicos los resultados, sin embargo la Asociación de Natación de Gran Bretaña argumentó que las supuestas inconsistencias en el proceso - los resultados de las pruebas preliminares se suelen dar a conocer públicamente - corrían el riesgo de socavar la confianza en el sistema.

"La Asociación de Natación de Gran Bretaña cree que todo atleta tiene derecho a competir en un campo nivelado - y eso significa un compromiso con el deporte limpio", dijo el comunicado.

"El cumplimiento de este compromiso requiere un proceso de pruebas que sea robusto,

transparente y aplicado consistentemente.

"A medida que nos acercamos a París 2024, estamos completamente a favor del proceso de pruebas consistente y completo que nuestros atletas tienen que seguir como medio de mantener el deporte limpio."

La Agencia Estadounidense Antidopaje (Usada) ya ha criticado a la Wada, acusándola de una "puñalada por la espalda a los atletas limpios". El director ejecutivo de la Usada, Travis Tygart, acusó a la agencia de haber "barrido estos positivos bajo la alfombra".

En respuesta, el presidente de la Wada, Witold Banka, sugirió que los comentarios de la Usada estaban "motivados políticamente", pero el martes la Usada contraatacó, pidiendo una investigación independiente sobre el caso.

"Dado que estamos a las puertas de los Juegos Paralímpicos y Olímpicos de París 2024, los atletas y el público necesitan y merecen confianza en el sistema antidopaje global en el camino a estos Juegos", dijo la Usada.

"Un primer paso inmediato para reparar el daño de este encubrimiento es que los gobiernos nombren a un fiscal independiente para revisar el archivo completo de los 23 positivos y garantizar que se haga justicia en estos casos."

Author: dimarlen.dominiotemporario.com

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