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&lt;p&gt;Video game that permits only one player&lt;/p&gt;

&lt;p&gt;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]&lt;/p&gt;&lt;p&gt;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]&lt;/p&gt;

&lt;p&gt;History [ edit ]&lt;/p&gt;

&lt;p&gt;The earliest video games, such as Tennis for Two (1958), Spacewar! (1961) and Pong (1972), were

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

such as Speed Race (1974)[3] and Space Invaders (1978).&lt;/p&gt;

&lt;p&gt;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 test) Tj T\* BT

&lt;p&gt;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]&lt;/p&gt;

&lt;p&gt;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"&lt;/p&gt;[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