

Game Design Observation

Unreal Tournament 99 is a classic first-person multiplayer arena shooter with a skill-based combat, simple rules, and handful of weapons to choose from.

UT99

- **Classic**
 - Game is one of the pioneers of modern shooters, with Quake 3 Arena they started a golden age of gaming.
- **Multiplayer**
 - Most of the combat system revolves around playing with real opponents, bots included, and they have advanced AI for the time.
- **First-person arena shooter**
 - Game has a variety of arenas to play onto and several game modes to choose from. Fun time is for hours to play.
- **Skill-based combat**
 - The only progression in this game is your skill. There is a campaign, but it is quite simple in nature.
- **Simple rules and handful of weapons**
 - You have 10 weapons, 5 game modes and so many ways to kill your opponents.

After I have played more than 200 hours of Unreal tournament, I have noticed, that there is not much of addictive game loops there. You have a very simple game, revolving around several game modes, which ultimately boil down to: Spawn->Kill your opponents->(optional: Get flag to your base/Complete match goal)->Win or die and go to step one. Pretty simple one right there.

But being one of the pioneers of gaming scene itself it is beautifully crafted. The amount of effort put into its functionality is enormous. Having the advanced AI makes play with bots fun even for a skilled player. Most of the games today don't have better AI, the idea was for done for ages to come. Single player is rudimentary, like in classic Doom game, there is no deep lore. The story mode was featured a year before in game Unreal (1998).

The game is a beautiful mix up of aesthetics, you can find yourself on an asteroid, revolving around the earth (Face), a pirate ship (Galleon), an ancient temple, a spaceship (Hyperblast) and many more. The music is gorgeous, I still listen to its tracks to this day. Even if this game is from my childhood I occasionally hop in to kill some bots to relax in a fast pace meat grinder with plasma rifles and rocket launchers of Unreal Tournament.