ASSASSIN'S CREED

REPORT

ASSASSIN'S CREED
(КРЕДО АССАСИНА)

I.   First part:

Ubisoft media franchise, based on a series of computer games, the first game was released in 2007. Most parts of the franchise are games in the open-world action-adventure genre, where special attention is paid to hidden movement and parkour. The action of the games in the Assassin's Creed series takes place in the era of the third crusade.

HISTORY OF CREATION

Development of the new game began in January 2004. Desile, being a fan of history, began researching the history of Central Asia and found the Hashashin order, a 12th-century sect that later served as the prototype of the order of Assassins. By the time Assassin's Creed was released in 2007, 190 people had been involved in its development.
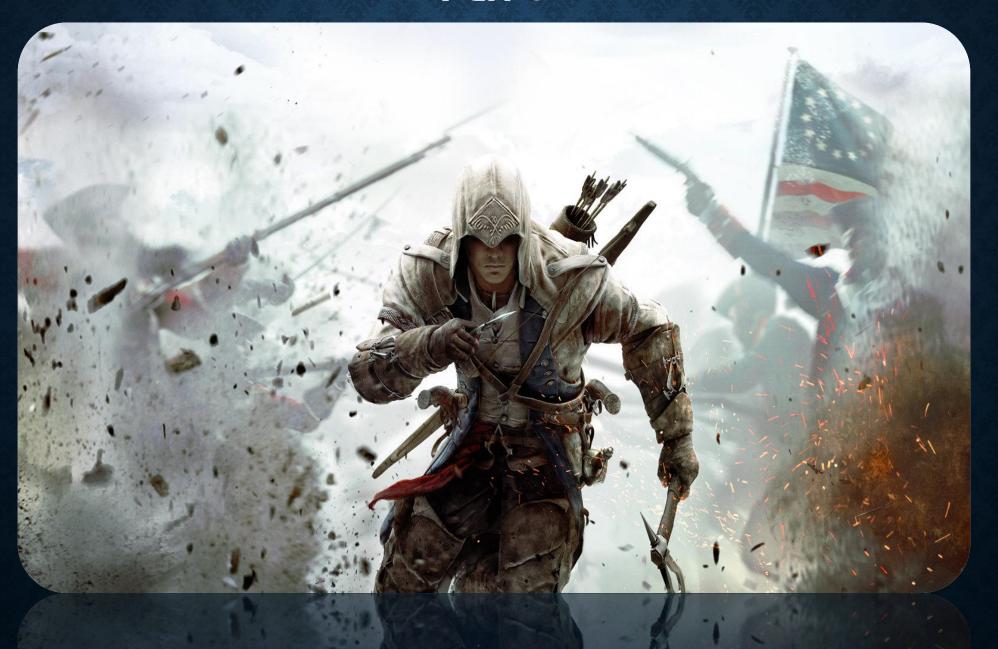
STORYLINE

The game's plot is based on a centuries-old war between Templars and Assassins. The main character-Desmond miles, a descendant of assassins, with the help of an Animus-a machine that reads the memory of ancestors from DNA - he relives the events of the distant past. His goal is to find out where his ancestors hid the "Particles of Eden", and get them before the Templars, as well as prevent the end of the world. Most of the main games in the series received mostly positive reviews. The average score of various games in the series according to the rating aggregator Metacritic varies from 70 to 90 points out of 100 possible
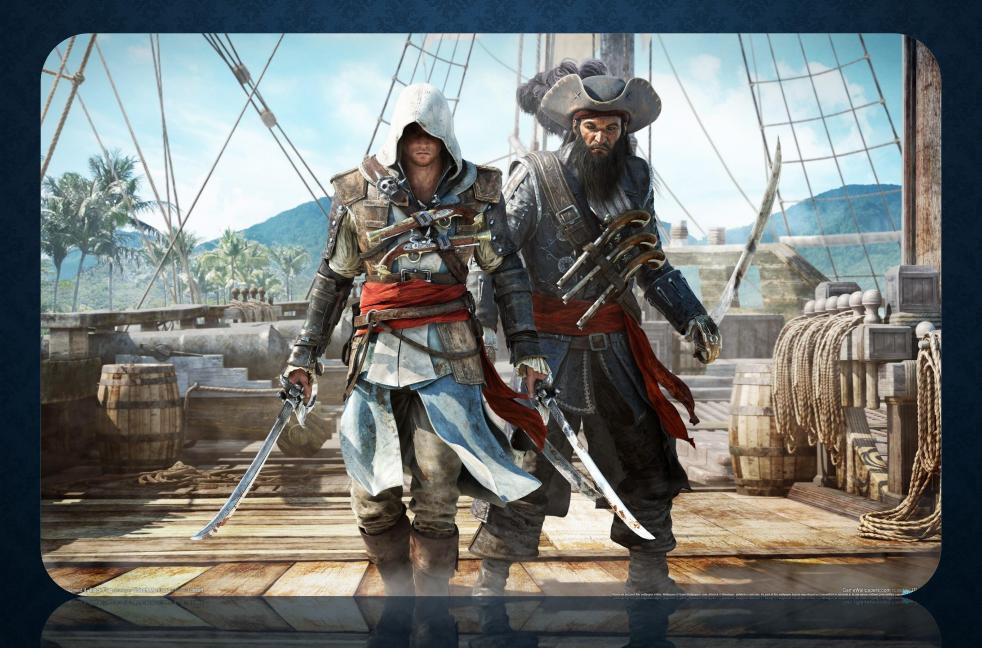
PHOTOS FROM DIFFERENT PARTS OF THE GAME

Part: 1

Part:2

Thanks for your attention