



Stanford eCorner

Game Design: James Bond

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Turner talks about how the James Bond character was done in the third person in the game and his style and control comes from the mechanics of how he moves. He is always the master of his environment, she says.



Transcript

Well, by solution and control, it's a lot more about the mechanics of how you move in the world. So this year, Bond is third person, which is a transition. Formerly, it's been a first person game. So when you're moving Bond around, right, in this world of the game, the way he moves, the way he fights, the way he shoots should be stylish, right? So if he's Bond he's always the master of his environment. And if you think back to the way the movies open up with Bond, right, there's always this scene where you see him on some mission and it seems like he's going off the edge of a cliff and he's like following a plane or something like that or he's in a warehouse with a hundred guys, but somehow he's always the master of his environment. He figures out the one thing if he can shoot down the barrel that's going to crush the 100 guys and get away safely, he does it always with style. So it's the cleverness, it's the stylishness and the way he moves and fights and saves the day. So, yes, you can still lose the game, but when you are in that world of the game, you really feel that authenticity of the personality of Bond.