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assault, etc.). It was developed and originally published by Valve. The first game in the series, Counter-Strike (or simply Counter-Strike) was released in September, 1999. Since then, the game has appeared in various versions and platforms, including first-person shooters and other non-playable video games, including most of Valve's games, such as Half-Life and Counter-Strike: Source. Counter-Strike: Global Offensive is an online multiplayer shooter, featuring multiplayer gameplay and a custom map editor. Valve's Half-Life series is a continuation of the 1998 science fiction action thriller Half-Life and is the first installment in the Valve's trilogy that concluded with the release of Half-Life 2 in 2004. Half-Life is set in the city of Black Mesa, Virginia in the fictional universe of the same name, where scientists discover a cube containing an unknown energy source. A government program to weaponize it results in chaos. Half-Life features elements of science fiction, horror and puzzle-solving, while taking inspiration from other works of fiction such as the film The Matrix and the comics of Alan Moore and Dave Gibbons. Several remastered, special edition versions of Half-Life were released, along with a trilogy of games based on the same characters and plot, collectively referred to as the Half-Life series. In January 2011, a standalone spin-off called Counter-Strike: Source was released, featuring the same gameplay and characters of the series. There are also other standalone expansions that have been released, such as Counter-Strike: Condition Zero, Counter-Strike: Condition Zero: Source, Counter-Strike: Global Offensive, Counter-Strike: Collection and Counter-Strike: A Map Pack. History [ edit ] Development [ edit ] In 1996, a student of Games for Windows, Justin Ma, and a student of the game programming course at the University of Waterloo, Tom Paterson, began experimenting with the video game Doom (1993) and Half-Life (1998). Both had been released as shareware a short time earlier, and that December, Half-Life was released by id Software as a shareware game. Ma and Paterson were given money and access to the source code to continue development on Half-Life's sequel, Counter-Strike. The pair had decided to incorporate a "modern perspective" and work on the story and characters. According to id Software programmer Dave Georgeson, in a pre-release interview for the 82157476af

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