



Review Halo Bungie Studios

Halo is one of the biggest first-person shooter franchises in history. Set in a sci-fi world, the Bungie title is one of Microsoft's trademarks on Xbox. Not only your campaigns and stories stand out but also the multiplayer

At the end of 2001 Microsoft introduced its powerful video game console in collaboration with Intel. The device came to compete with the powerful Sony PlayStation. One of the areas in which they dispute which of the two is the best product for gamers is the originality of their **games and applications**.

Halo launched its first installment almost a year after the arrival of Xbox, in March 2002. The title, developed by Bungie Studios, featured a first-person shooter that at first seemed to not bring anything that had not been seen before within of the genre. However, the story and adventures of the Master Chief would become Xbox's flagship game. Along with this product and titles like Gears of Wars, the people of Microsoft, would seek to face the exclusives of their Sony competitors.

Playing Halo became living adventures of the most varied and spectacular. The main plot of the title is based on following the stories of Master Chief in his war against the Covenant. He will also carry out dangerous missions against different factions of aliens. One of the highest points of the franchise developed first by Bungie and later by 343 Industries, is without a doubt the development of each of their stories. Both the graphic section and the chosen soundtracks are exceptional, leaving memorable productions. As the launches progressed in the different years, the saga adapted to new technologies to present the best products. This includes excellent work on definition, finishing, lighting, acting, vocals and dubbing. When it comes to narrating its events, Halo has been very careful to maintain a standard of quality.

During the first-person campaigns, the gameplay and controls have also been presented as one of the **advantages of Halo**. Being a title that focuses on a fictional universe and in space, it has been able to develop very agile and fast mechanics for us to move with our character.

But not only the campaigns have been the highlights of Microsoft's delivery, a large part of the users decided to **download Halo** for the benefits of its **multiplayer options**. The game modes between users allowed both to play campaigns together and to face player vs. player or players and artificial intelligence all on the same gigantic map. Without a doubt a more than novel and interesting proposal. Halo allowed users to enter a gigantic and epic space battle, packed with weapons, vehicles and lots of action.

Since its first release in 2001, Halo has had 22 titles and by 2021 it expects a new release that will revolutionize the market and the industry scene. **Halo Infinite** will be available for Xbox One, Xbox Series X and computers and will enjoy the latest technology in definition of 4k graphics. It will also recover the first lines of the story of the Master Chief. It is undoubtedly one of the great promises of the next generation consoles.

Among the outstanding titles in its history we find Halo: Combat Evolved of 2003, Halo 2 of 2004, Halo 3 of 2007 and the new Halo Wars that, with the production of the creators of the mythical Age of Empires, is a strategy proposal in real time in the Xbox flagship game universe. Later in time and with the arrival of Xbox One, the most prominent **Halo** releases were Halo: Spartan Assault in 2013, the remastered collection of the previous Halo: The Master Chief Collection and the continuation of events in the life of Master Chief, Halo 5: Guardians from 2015.

Halo is one of the must-see stops for all video game fans. It is not surprising that the saga has managed to keep its name at the top since its launch until today, always as a companion and flagship of Microsoft's console. For fans of

first-person shooter games who are looking for both a good story and a challenging, competitive and entertaining multiplayer mode, the adventures of Master Chief cannot be missing from your collection.

Pros	Cons
- Very large stages full of enemies. - Good story - Excellent soundtrack - Good gameplay - Historical titles - Many hours of content - Excellent multiplayer proposal - Outstanding graphics	- It is still a genre of which there are many many titles - Only available on Xbox and computers - Some versions can be heavy or difficult to run - Some mechanics are repeated

Links Facebook:

Twitter:

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Web: https://store.steampowered.com/app/976730/Halo_The_Master_Chief_Collection/

Play Store:

Apple Store: