

Assassins Creed is a third person action-adventure video game in a historical setting released by Ubisoft Montreal in November 2007, and published by Ubisoft worldwide with the exception of Japan. The player takes on the role of Desmond Miles, an Irish man living in 2013 who is kidnapped by a secret society known as the Assassins after his ancestors discovered that he possesses an unusual genetic ability that allows him to access hidden memories from his family tree. Assassins Creed's development started in April 2005 when Patrick Plourde joined Massive Entertainment as a senior designer with Alex Amancio and Michael Samyn serving as chief creative officer and lead project director respectively. Ubisoft hired Jean-François Boivin as art director in September 2006. Ubisoft Montreal began the game's production by creating a prototype in October 2006, followed by another prototype in December 2006. The game's first public appearance was at E3 2007, where it was showcased by its creators who presented the game's concept art. The combat system was first shown at Games Convention 2007, followed by a playable demo for the press on 14 December 2007. The game received universal acclaim from critics upon release. The graphical style and gameplay were widely praised, whilst criticisms were directed towards technical issues and numerous glitches. It won several awards from the gaming press, including multiple Game of the Year awards. As of 2011, it had sold over seven million units. A sequel, Assassins Creed II, was released in November 2009. Assassins Creed is a third person action-adventure game with open world elements. It also includes role playing game elements. The player controls the main character Desmond through sixteen different settings in three different time periods: the Animus present day, 14th century Acre during the Crusades, and 15th century Florence during the Renaissance. Each setting has a number of objectives to complete to succeed in an overall mission. The main quests require the player to move between locations in the world, use stealth to avoid attracting guards' attention, and use Desmond's abilities against armed enemies. The game also offers side-quests for completing tasks for non-player characters. Desmond can run, jump and climb on walls. Parkour elements allow him to traverse across obstacles using high jumps in the present and in the Renaissance period he can use his assassin skills in slow motion during free running. The game features an artificial intelligence system for non-player characters that provides clues on how to avoid their detection using stealth strategies, such as blending into crowds or hiding from them. The player can also use a range of weapons, such as guns and bows. The ability to free-run in the game is inspired by the Parkour movement, which involves moving quickly and efficiently in physical environments. The game's combat system allows players to attack and kill enemies using a variety of weapons. Combat uses a system that combines reflexes and free-running moves, with offensive moves requiring an active input from the player character. The player must precisely time their attacks to defeat enemies without taking damage themselves.

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