

Shooter

Shooters are a genre of computer games. Their main feature is the use of weapons to hit targets, usually other game characters resp. human opponents. The most common form are 3D [First Person Shooter](#) and the [Third Person Shooter](#). Other variations do exist, too, such as 2D shooters or [vehicular combat](#) games. Among the more prominent titles of this genre are for instance [Call of Duty](#), [Unreal Tournament 2004](#) or [Counter-Strike](#).

See Also

- [First Person Shooter](#)
- [Third Person Shooter](#)
- [2D Shooter](#)

[[Games Database](#)] [[Game Related Terms](#)]

From:

<https://mwohlauer.d-n-s.name/wiki/> - mwohlauer.d-n-s.name / www.mobile-infanterie.de

Permanent link:

https://mwohlauer.d-n-s.name/wiki/doku.php?id=en:gaming_theory:shooter&rev=1676649272

Last update: **2023-02-17-15-54**

