



» [PC] Hit 3 on the keyboard to switch to the dynamic camera.



first examples of the technology. In other games around the same time, enemies would fall down in a canned animation, but IO's shooter was different. Enemies collapsed based on the wound and the environment.

This technology caught the eye of Eidos, and in particular, Jonas Eneroth, who would go on to executive produce *Codename 47*. "The ragdoll physics really opened up opportunities to explore a shooting game that went beyond a run-and-gun approach," Jonas tells us. "It was the first time we [at Eidos] had seen ragdoll physics as a key gameplay element. It was very much a new and key differential feature." Suddenly Jonas sniffed the possibilities. Imagine moving realistic dead bodies around a map and using this as a source of tension? "*Hitman* featured a number of gaming firsts, including deformable cloth and plants, but its ragdoll physics enabled a gameplay shift to the slower, more thought-out gameplay that defined the series."

That wasn't the game IO Interactive was intending to make, mind. It was looking to do a simple shooter and

move on. The earliest storyboards depicted an assassin jumping over tables and shooting out fish tanks. The John Woo influences were writ large and *Hitman* was destined to turn out like something close to 2007's *Stranglehold*. But Jonas encouraged Jacob and the team to tone down the action and focus on a methodical experience. Serving as executive producer, he brought learnings from projects like *Thief* and *Deus Ex*. The art of stealth was, to his mind, worth emphasising.

The pieces began to fit together. In the game, players slip into the polished shoes of Agent 47, a genetically engineered killer with 47th chromosome and a lab rat's barcode. He'd be able to don disguises, kill enemies unseen and move bodies out of the path of other characters. Levels are open-ended, with the prime target hidden, and a number of NPCs standing in your way. Stealth is a key to victory, and to make matters harder, there'd be no way to save during a mission.

Thanks to its initial work on *Rex Dominus* as well as its prior experience making games, IO was

» [PC] Sometimes your best-laid plans fall by the wayside.



» Jacob Andersen worked on the first four *Hitman* games.