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More games featuring
Faith will be developed
Wikipedia

[Mirror's Edge Will Be a Trilogy of Titles](#)

Great expectations from DICE

Mirror's Edge is going to be a very interesting and innovative title, promising to bring free running on the roofs of very tall buildings while evading the authorities. The whole action is set to take place in a future dystopian city, where all of its residents are being tightly watched, and only runners, special couriers, can walk freely, jumping from building to building to deliver their cargo. The main character is Faith, a young girl who seeks revenge on the rulers of the city, and she uses her free-running abilities to escape her pursuers in a "parkour" like way.

Developed by DICE, the studio behind the very popular Battlefield series, this is truly going to be a must-buy title for true gamers. All of the trailers released until now have really sparked the interest of players, who can't wait to take their turn in controlling our Asian character. The [game](#) is set to hit the store shelves on [November 11](#) in the United States, with other territories like Europe or Japan expecting it on November 14 and December 11 respectively. These releases will only be for the Xbox 360 and PlayStation 3 unfortunately, with the PC edition scheduled to be released in late winter.

Speaking with Ausgamer, Owen O'Brien, senior producer at EA DICE, has revealed that the long-term plans for Mirror's Edge are already established, the game being part of a trilogy. He went on to say that these games will reflect Faith's adventures but there might be chances to bring in other main characters later on.

"The story we're telling at the moment is kind of a trilogy, a three-story arc. I think there's a lot of scope to take the story in different directions, or maybe tell someone else's story. But certainly for these first couple games, it's all about Faith. It's all about her experience in the world."

Also, concrete plans for the second game are already underway, as O'Brien also mentioned that a 3D level editor would be included in the second iteration in the Mirror's Edge franchise. "If we do it, we want to make the level editor as easy to use and intuitive as the game is. And that's going to take us quite a lot of time. So that's something we're looking at for the sequel."

You really have to hand it to them, they sure are optimistic about their game. But from what we've seen so far, it will definitely break the normal conventions of game development.