

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. 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](#)

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