***Grand Theft Auto V*** is a 2013 [action-adventure game](https://en.wikipedia.org/wiki/Action-adventure_game) developed by [Rockstar North](https://en.wikipedia.org/wiki/Rockstar_North) and published by [Rockstar Games](https://en.wikipedia.org/wiki/Rockstar_Games). It is the seventh main entry in the [*Grand Theft Auto* series](https://en.wikipedia.org/wiki/Grand_Theft_Auto), following 2008's [*Grand Theft Auto IV*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV), and the fifteenth instalment overall. Set within the fictional state of San Andreas, based on [Southern California](https://en.wikipedia.org/wiki/Southern_California), the [single-player](https://en.wikipedia.org/wiki/Single-player_video_game) story follows three [protagonists](https://en.wikipedia.org/wiki/Protagonist)—retired [bank robber](https://en.wikipedia.org/wiki/Bank_robbery) Michael De Santa, street [gangster](https://en.wikipedia.org/wiki/Gangster) Franklin Clinton, and drug dealer and [gunrunner](https://en.wikipedia.org/wiki/Arms_trafficking) [Trevor Philips](https://en.wikipedia.org/wiki/Trevor_Philips)—and their attempts to commit heists while under pressure from a corrupt government agency and powerful criminals. The [open world](https://en.wikipedia.org/wiki/Open_world) design lets players [freely roam](https://en.wikipedia.org/wiki/Nonlinear_gameplay) San Andreas' open countryside and the fictional city of Los Santos, based on [Los Angeles](https://en.wikipedia.org/wiki/Los_Angeles).

The game is played from either a [third-person](https://en.wikipedia.org/wiki/Virtual_camera_system#Third-person_view) or [first-person](https://en.wikipedia.org/wiki/First-person_(video_games)) perspective, and its world is navigated on foot and by vehicle. Players control the three lead protagonists throughout single-player and switch among them, both during and outside missions. The story is centred on the heist sequences, and many missions involve shooting and driving gameplay. A "wanted" system governs the aggression of law enforcement response to players who commit crimes. [*Grand Theft Auto Online*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_Online), the game's [online multiplayer](https://en.wikipedia.org/wiki/Online_multiplayer) mode, lets up to 30 players engage in a variety of different [cooperative](https://en.wikipedia.org/wiki/Cooperative_video_game) and competitive game modes.

[The game's development](https://en.wikipedia.org/wiki/Development_of_Grand_Theft_Auto_V) began around the time of *Grand Theft Auto IV*'s release and was shared between many of Rockstar's studios worldwide. The development team drew influence from many of their previous projects such as [*Red Dead Redemption*](https://en.wikipedia.org/wiki/Red_Dead_Redemption) and [*Max Payne 3*](https://en.wikipedia.org/wiki/Max_Payne_3) and designed the game around three lead protagonists to innovate on the core structure of its predecessors. Much of the development work constituted the open world's creation, and several team members conducted field research around California to capture footage for the design team. [The game's soundtrack](https://en.wikipedia.org/wiki/Music_of_Grand_Theft_Auto_V) features an original score composed by a team of producers who collaborated over several years. *Grand Theft Auto V* was released in September 2013 for the [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3) and [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360), in November 2014 for the [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4) and [Xbox One](https://en.wikipedia.org/wiki/Xbox_One), in April 2015 for [Windows](https://en.wikipedia.org/wiki/Windows), and in March 2022 for the [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5) and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S).

Extensively marketed and widely anticipated, the game broke industry sales records and became the fastest-selling entertainment product in history, earning $800 million in its first day and $1 billion in its first three days. It received critical acclaim, with praise directed at its multiple protagonist design, open world, presentation and gameplay. However, it [caused controversies](https://en.wikipedia.org/wiki/Controversies_surrounding_Grand_Theft_Auto_V) related to its depiction of violence and women. It won year-end accolades including [Game of the Year](https://en.wikipedia.org/wiki/List_of_Game_of_the_Year_awards) awards from several [gaming publications](https://en.wikipedia.org/wiki/Video_game_journalism), and is considered one of [seventh](https://en.wikipedia.org/wiki/History_of_video_game_consoles_(seventh_generation)) and [eighth generation console gaming](https://en.wikipedia.org/wiki/History_of_video_game_consoles_(eighth_generation))'s most significant titles and among the [best video games ever made](https://en.wikipedia.org/wiki/Best_video_games_ever_made). It is the [second best-selling video game of all time](https://en.wikipedia.org/wiki/List_of_best-selling_video_games) with over 175 million copies shipped, and as of April 2018, one of the most financially successful entertainment products of all time, with about $6 billion in worldwide revenue. [Its successor](https://en.wikipedia.org/wiki/Untitled_Grand_Theft_Auto_game) is in development.

Gameplay

*Grand Theft Auto V* is an [action-adventure game](https://en.wikipedia.org/wiki/Action-adventure_game)[[2]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Guinness_World_Record-3) played from either a [third-person](https://en.wikipedia.org/wiki/Third-person_view)[[3]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-4) or [first-person perspective](https://en.wikipedia.org/wiki/First-person_(video_games)).[[4]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-First_Person_Perspective-5)[[b]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-first-person-6) Players complete missions—linear scenarios with set objectives—to progress through the story.[[5]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-IGN_Reinventing-7) Outside of the missions, players may [freely roam](https://en.wikipedia.org/wiki/Nonlinear_gameplay) the [open world](https://en.wikipedia.org/wiki/Open_world). Composed of the San Andreas open countryside area, including the fictional Blaine County, and the fictional city of Los Santos, the world is much larger in area than earlier entries in the series.[[6]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Biggest_World-8)[[c]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-10) It may be fully explored after the game's beginning without restriction, although story progress unlocks more gameplay content.[[8]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Unseen_Mastermind-11)

[](https://en.wikipedia.org/wiki/File:Grand_Theft_Auto_V_combat.jpg)

Players can take cover behind objects during firefights to avoid taking damage from enemies.

Players use [melee](https://en.wikipedia.org/wiki/Melee_(gaming)) attacks, firearms and explosives to fight enemies,[[d]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-13) and may run, jump, swim or use vehicles to navigate the world.[[e]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-15) To accommodate the map's size, the game introduces vehicle types absent in its predecessor [*Grand Theft Auto IV*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_IV), such as [fixed-wing aircraft](https://en.wikipedia.org/wiki/Fixed-wing_aircraft).[[11]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Inside_Story-16) In combat, [auto-aim](https://en.wikipedia.org/wiki/Auto-aim) and a [cover system](https://en.wikipedia.org/wiki/Cover_system) may be used as assistance against enemies.[[12]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-17) Should players take damage, their health meter will gradually regenerate to its halfway point.[[f]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-18) Players [respawn](https://en.wikipedia.org/wiki/Spawning_(gaming)) at hospitals when their health depletes.[[10]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-FOOTNOTEBogennBarba201313-14) If players commit crimes, law enforcement agencies may respond as indicated by a "[wanted](https://en.wikipedia.org/wiki/Fugitive)" meter in the [head-up display](https://en.wikipedia.org/wiki/HUD_(video_gaming)) (HUD).[[13]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-19) Stars displayed on the meter indicate the current wanted level (for example, at the maximum five-star level, police helicopters and [SWAT](https://en.wikipedia.org/wiki/SWAT) teams swarm to lethally dispatch players).[[14]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-20)[[g]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-22) Law enforcement officers will search for players who leave the wanted vicinity. The meter enters a cool-down mode and eventually recedes when players are hidden from the officers' line of sight that displays on the [mini-map](https://en.wikipedia.org/wiki/Mini-map) for a period of time.[[16]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Destructoid_Review-23)[[h]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-25)

The single-player mode lets players control three characters: Michael De Santa, [Trevor Philips](https://en.wikipedia.org/wiki/Trevor_Philips) and Franklin Clinton—criminals whose stories interconnect as they complete missions. Some missions are completed with only one character and others feature two or three.[[18]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-FOOTNOTEBogennBarba201357-26) Outside the missions, players may switch between characters at will by a directional compass on the HUD, although this feature becomes restricted at various points throughout the story. The game may switch characters automatically during missions to complete specific objectives. A character's compass [avatar](https://en.wikipedia.org/wiki/Avatar_(computing)) will flash red if he is in danger and needs help, and flash white if he has a strategic advantage.[[19]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Hands-On-27) Though players complete missions as any of the three protagonists, the more difficult heist missions require aid from [AI](https://en.wikipedia.org/wiki/Artificial_intelligence_(video_games))-controlled accomplices with unique skill sets like computer hacking and driving. If an accomplice survives a successful heist, they take a cut from the cash reward[[20]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-28) and may be available for later missions with improvements to their unique skills.[[21]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-29) Some heists afford multiple strategies; in a [holdup](https://en.wikipedia.org/wiki/Robbery) mission, players may either stealthily subdue civilians with an [incapacitating agent](https://en.wikipedia.org/wiki/Incapacitating_agent) or conspicuously storm the venue with guns drawn.[[22]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-30)

Each character has a set of eight skills that represent their ability in specific areas such as shooting and driving. Though skills improve through play, each character has a skill with expertise by default (e.g. Trevor's flying skill).[[23]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Open_World_Rulebook-31) The eighth "special" skill determines the effectiveness in performing an ability that is unique to each respective character. Michael enters [bullet time](https://en.wikipedia.org/wiki/Bullet_time) in combat, Franklin slows down time while driving, and Trevor deals twice as much damage to enemies while taking half as much in combat.[[24]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Running_And_Gunning-32) A meter on each character's HUD depletes when an ability is being used and regenerates when players perform skilful actions (for example, [drifting](https://en.wikipedia.org/wiki/Drifting_(motorsport)) in vehicles as Franklin or performing [headshots](https://en.wikipedia.org/wiki/Glossary_of_video_game_terms#H) as Michael).[[25]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-FOOTNOTEBogennBarba20136-33)

While free-roaming the game world, players may engage in context-specific activities such as [scuba diving](https://en.wikipedia.org/wiki/Scuba_diving) and [BASE jumping](https://en.wikipedia.org/wiki/BASE_jumping), and visit businesses such as [cinemas](https://en.wikipedia.org/wiki/Movie_theater) and [strip clubs](https://en.wikipedia.org/wiki/Strip_clubs). Each character has a [smartphone](https://en.wikipedia.org/wiki/Smartphone) for contacting friends, starting activities and accessing an in-game Internet.[[26]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-detailsDestructoid-34) The Internet lets players trade in stocks via a [stock market](https://en.wikipedia.org/wiki/Stock_market).[[27]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GamesRadar_Review-35) Players may purchase properties such as garages and businesses, upgrade the weapons and vehicles in each character's arsenal, and customise their appearance by purchasing outfits, haircuts and tattoos.[[28]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-36)

Plot

In 2004,[[i]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-38) Michael Townley, Trevor Philips, and Brad Snider partake in a failed robbery in Ludendorff, North Yankton, resulting in Michael being presumed dead. Nine years later, Michael lives with his family in the city of Los Santos under the alias Michael De Santa, having made a secret agreement with the Federal Investigation Bureau (FIB)[[j]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-40) agent Dave Norton to stay hidden. Across town, gangster Franklin Clinton works for a corrupt car salesman and meets Michael while attempting to fraudulently [repossess](https://en.wikipedia.org/wiki/Repossession) his son's car. The two later become friends. When Michael finds his wife sleeping with her tennis coach, he and Franklin chase the coach to a mansion, which Michael destroys in anger. The owner of the mansion, drug lord Martin Madrazo, demands compensation. Michael returns to a life of crime to obtain the money, enlisting Franklin as an accomplice. With the help of Michael's old friend Lester Crest, a disabled hacker, they rob a jewellery store to pay off the debt. Meanwhile, Trevor, who lives in squalor on the outskirts of Los Santos, hears of the heist and realises it was Michael's work; Trevor had believed the FIB killed Michael in the Ludendorff heist. Trevor finds Michael and reunites with him, forcing Michael to reluctantly accept him back into his life.

As time goes on, the protagonists' lives spiral out of control. Michael's criminal behaviour prompts his family to leave him. When he later becomes a [movie producer](https://en.wikipedia.org/wiki/Film_producer), he comes into conflict with Devin Weston, a billionaire [venture capitalist](https://en.wikipedia.org/wiki/Venture_capital) and [corporate raider](https://en.wikipedia.org/wiki/Corporate_raid), who attempts to shut down Michael's studio. Michael thwarts his efforts and inadvertently kills his assistant, causing Devin to vow revenge. Meanwhile, Franklin must rescue his friend Lamar Davis from their former friend and rival gangster Harold "Stretch" Joseph, who attempts to kill them to prove himself to his new gang. Concurrently, Trevor tries to consolidate his control over various [black markets](https://en.wikipedia.org/wiki/Black_market) in Blaine County, waging war against [The Lost](https://en.wikipedia.org/wiki/Grand_Theft_Auto:_The_Lost_and_Damned) [outlaw motorcycle club](https://en.wikipedia.org/wiki/Outlaw_motorcycle_club), [Latin American](https://en.wikipedia.org/wiki/Latin_American) street gangs, rival [meth](https://en.wikipedia.org/wiki/Methamphetamine) dealers, [private military company](https://en.wikipedia.org/wiki/Private_military_company) Merryweather, and [triad](https://en.wikipedia.org/wiki/Triad_(organized_crime)) kingpin Wei Cheng.

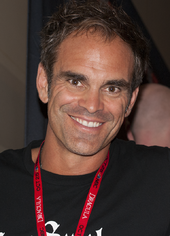
Having broken his agreement with Dave by committing heists again, Michael is coerced by Dave and his superior, Steve Haines, to perform a series of operations alongside Franklin and Trevor to undermine the International Affairs Agency (IAA).[[k]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-41) Under Steve's direction and with Lester's help, they attack a convoy carrying funds for the IAA and steal an experimental [chemical weapon](https://en.wikipedia.org/wiki/Chemical_weapon) from an IAA lab. As Steve comes under increasing scrutiny, he forces Michael and Franklin to erase evidence against him from the FIB servers. Michael takes the opportunity to wipe the data on his activities, destroying Steve's leverage over him.

After reconciling with his family, Michael starts planning his final heist with Trevor, Franklin, and Lester: raiding the Union Depository's gold bullion reserve. However, Trevor discovers that Brad was not imprisoned as he was led to believe, but killed during the Ludendorff heist and buried in the grave marked for Michael. Deducing that the heist was a setup and that he was supposed to be killed in Brad's place, Trevor feels betrayed and leaves Michael for dead following a standoff with Cheng's henchmen. Although Franklin rescues Michael, Trevor's anger towards the latter causes friction within the group and threatens to undermine their plans. Meanwhile, Steve betrays Michael and Dave, and they become caught in a [Mexican standoff](https://en.wikipedia.org/wiki/Mexican_standoff) between the FIB, the IAA, and Merryweather. Michael and Dave are rescued by Trevor, who decided to partake in the Union Depository heist and part ways with Michael afterwards.

The heist is successful, but Franklin is afterwards approached by Steve and Dave, who contend that Trevor is a liability, and Devin, who seeks revenge on Michael. Franklin has three options: kill Trevor, kill Michael, or attempt to save both in a [suicide mission](https://en.wikipedia.org/wiki/Suicide_mission). Should Franklin choose to kill either Michael or Trevor, he ceases contact with the man he spares and returns to his old life.[[31]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-42)[[32]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-43) Otherwise, the trio, aided by Lamar and Lester, withstands an onslaught from the FIB and Merryweather before going on to kill Cheng, Stretch, Steve, and Devin. Michael and Trevor reconcile, and the three protagonists cease working together but remain friends.[[33]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-44)

Development

*Main article:*[*Development of Grand Theft Auto V*](https://en.wikipedia.org/wiki/Development_of_Grand_Theft_Auto_V)

[](https://en.wikipedia.org/wiki/File:Steven_Ogg.png)

[Steven Ogg](https://en.wikipedia.org/wiki/Steven_Ogg) portrayed [Trevor Philips](https://en.wikipedia.org/wiki/Trevor_Philips).

[Rockstar North](https://en.wikipedia.org/wiki/Rockstar_North) began to develop *Grand Theft Auto V* in 2008, around *Grand Theft Auto IV*'s release.[[34]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Inside_Rockstar_North_1-45) Development was conducted by a team of more than 1,000 people, including Rockstar North's core team and staff from parent company [Rockstar Games](https://en.wikipedia.org/wiki/Rockstar_Games)' studios around the world.[[35]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Inside_Rockstar_North_2-46) The proprietary [Rockstar Advanced Game Engine](https://en.wikipedia.org/wiki/Rockstar_Advanced_Game_Engine) (RAGE) was overhauled for the game to improve its [draw distance](https://en.wikipedia.org/wiki/Draw_distance) rendering capabilities.[[36]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-FOOTNOTEBertz201293-47) The [Euphoria](https://en.wikipedia.org/wiki/Euphoria_(software)) and [Bullet](https://en.wikipedia.org/wiki/Bullet_(software)) software handle additional animation and rendering tasks.[[37]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Face-Off-48) Having become familiar with the [PlayStation 3](https://en.wikipedia.org/wiki/PlayStation_3) and [Xbox 360](https://en.wikipedia.org/wiki/Xbox_360) hardware over time, Rockstar found they were able to push the consoles' graphical capabilities further than in previous games.[[38]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Building_the_World_Of_GTA_V-49) Analyst estimations place the game's combined development and marketing budget at more than [£](https://en.wikipedia.org/wiki/Pound_sterling)170 million (US$265 million), which would make it [the most expensive game ever made](https://en.wikipedia.org/wiki/List_of_most_expensive_video_games_to_develop) at that time.[[39]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Most_Expensive-50)[[l]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-52)

The open world was modelled on [Southern California](https://en.wikipedia.org/wiki/Southern_California) and [Los Angeles](https://en.wikipedia.org/wiki/Los_Angeles),[[41]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Back_To_San_Andreas-53) and its design and in-game render constituted much of the game's early work.[[42]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Garbut_on_GTA_V-54) Key members of the game world production team took field research trips throughout the region and documented their research with photo and video footage.[[38]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Building_the_World_Of_GTA_V-49) [Google Maps](https://en.wikipedia.org/wiki/Google_Maps) projections of Los Angeles were used by the team to help design Los Santos' road networks.[[43]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-FOOTNOTEBertz201291-55)[[44]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Inside_Rockstar_North_4-56) To reflect and reproduce Los Angeles' demographic spread, the developers studied census data and watched documentaries about the city.[[36]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-FOOTNOTEBertz201293-47) The team considered creating the open world the most technically demanding aspect of the game's production.[[45]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Meet_Dan_Houser-57)

A fundamental design goal from the outset was to innovate on [the series](https://en.wikipedia.org/wiki/Grand_Theft_Auto)' core structure by giving players control of three lead protagonists instead of one.[[42]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Garbut_on_GTA_V-54) The idea was first raised during [*Grand Theft Auto: San Andreas*](https://en.wikipedia.org/wiki/Grand_Theft_Auto:_San_Andreas)' development, but contemporaneous hardware restrictions made it infeasible.[[34]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Inside_Rockstar_North_1-45) Having developed two *Grand Theft Auto IV* episodic expansion packs featuring new protagonists in 2009, the team wanted to base *Grand Theft Auto V* around three simultaneously controlled protagonists.[[11]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Inside_Story-16) The team viewed it as a spiritual successor to many of their previous games (such as *Grand Theft Auto IV*, [*Red Dead Redemption*](https://en.wikipedia.org/wiki/Red_Dead_Redemption) and [*Max Payne 3*](https://en.wikipedia.org/wiki/Max_Payne_3)), and designed it to improve upon their gameplay mechanics.[[19]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Hands-On-27)[[46]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Sum_Of_All_Peers-58) They sought to improve the action gameplay by refining the shooting mechanics and cover system[[47]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Gun_Combat-59) and reworked the driving mechanics to correct *Grand Theft Auto IV*'s awkward vehicle controls.[[48]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-FOOTNOTEBertz201276-60)

After an audition process, [Ned Luke](https://en.wikipedia.org/wiki/Ned_Luke), [Shawn Fonteno](https://en.wikipedia.org/wiki/Shawn_Fonteno) and [Steven Ogg](https://en.wikipedia.org/wiki/Steven_Ogg) were selected to portray Michael, Franklin and Trevor, respectively.[[49]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-USAT_Interview-61) Their performances were mostly recorded using [motion capture](https://en.wikipedia.org/wiki/Motion_capture) technology,[[50]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Inside_GTA_V_Creative-62) but dialogue for scenes with characters seated in vehicles was recorded in studios instead.[[51]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-TSA_Ogg-63) The game features [an original score](https://en.wikipedia.org/wiki/Music_of_Grand_Theft_Auto_V) composed by a team of producers collaborating over several years.[[52]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Soundscape-64) Licensed music provided by an in-game radio is also used.[[53]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Pav_THR_Interview-65) The team licensed more than 241 tracks shared between fifteen radio stations, with an additional two stations providing [talk radio](https://en.wikipedia.org/wiki/Talk_radio).[[m]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-67) Some of the tracks were written specifically for the game, such as rapper and producer [Flying Lotus](https://en.wikipedia.org/wiki/Flying_Lotus)' original work composed for the FlyLo FM radio station he hosts.[[55]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTA_V_Soundtrack-68)

**Release**

The game was first announced by Rockstar Games on 25 October 2011.[[56]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-69) They released its debut trailer one week later,[[57]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-70) with an official press release acknowledging its setting.[[58]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-71) Journalists noted that the announcement ignited widespread anticipation within the gaming industry, which they owed to the cultural significance of the series.[[59]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-spike2012-72)[[60]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-73)[[61]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-74) The game missed its original projected Q2 2013 release date, pushed back to 17 September to allow for further polishing.[[62]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-75) To spur [pre-order](https://en.wikipedia.org/wiki/Pre-order) game sales, Rockstar collaborated with several retail outlets to make a [special edition](https://en.wikipedia.org/wiki/Special_edition) with extra in-game features.[[63]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GTAV-SECE-76) They ran a [viral marketing](https://en.wikipedia.org/wiki/Viral_marketing) strategy with a website for a fictional religious cult, "The Epsilon Program", that offered users the chance to feature in the game as members of the cult.[[64]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-77)

[](https://en.wikipedia.org/wiki/File:Grand_Theft_Auto_V_PS3_PS4_comparison.jpg)

A comparison of the [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4) (left) and PlayStation 3 versions of the game. The enhanced re-release features greater draw distances and higher-resolution textures than the original versions.

A re-release of the game was announced for [PlayStation 4](https://en.wikipedia.org/wiki/PlayStation_4), [Windows](https://en.wikipedia.org/wiki/Windows), and [Xbox One](https://en.wikipedia.org/wiki/Xbox_One) at [E3 2014](https://en.wikipedia.org/wiki/Electronic_Entertainment_Expo_2014). This enhanced version features an increased draw distance, finer texture details, denser traffic, upgraded weather effects, and new wildlife and vegetation.[[65]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Next_Gen_Reveal-78) It includes a new on-foot first-person view option, which required the development team to overhaul the animation system to accommodate first-person gameplay.[[4]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-First_Person_Perspective-5) The PlayStation 4 and Xbox One versions were released on 18 November 2014.[[66]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-ReReleaseDate-79) The PC version, initially scheduled for simultaneous release with the console versions,[[65]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Next_Gen_Reveal-78) was delayed until 14 April 2015.[[67]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-PC_Delay_3-80) According to Rockstar, it required extra development time for "polish".[[68]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-second_PC_delay-81) The PC version is capable of 60 [frames per second](https://en.wikipedia.org/wiki/Frames_per_second) gameplay at [4K resolution](https://en.wikipedia.org/wiki/4K_resolution), and the Rockstar Editor lets players capture and edit gameplay videos.[[69]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-82) Plans to develop single-player [downloadable content](https://en.wikipedia.org/wiki/Downloadable_content) were later scrapped as the team focused resources on [*Grand Theft Auto Online*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_Online) and [*Red Dead Redemption 2*](https://en.wikipedia.org/wiki/Red_Dead_Redemption_2).[[70]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-83)

A new version, commonly referred to as "Expanded & Enhanced", was announced in June 2020.[[71]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GameSpot_PS5-84) Released on 15 March 2022 for [PlayStation 5](https://en.wikipedia.org/wiki/PlayStation_5) and [Xbox Series X/S](https://en.wikipedia.org/wiki/Xbox_Series_X/S),[[72]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-85) it features technical enhancements and performance updates.[[71]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GameSpot_PS5-84) A trailer released for the new version in September 2021 was met with negativity, becoming one of the most-disliked videos on [PlayStation](https://en.wikipedia.org/wiki/PlayStation)'s [YouTube](https://en.wikipedia.org/wiki/YouTube) channel;[[73]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-86) journalists noted that fans were frustrated by Rockstar's continued focus on the game instead of other projects such as a new *Grand Theft Auto* game, as well as the lack of apparent new features demonstrated in the trailer.[[74]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-87)[[75]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-88)[[76]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-89)[[77]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-90)

***Grand Theft Auto Online***

*Main article:*[*Grand Theft Auto Online*](https://en.wikipedia.org/wiki/Grand_Theft_Auto_Online)

Developed in tandem with the single-player mode, the online multiplayer mode *Grand Theft Auto Online* was conceived as a separate experience to be played in a continually evolving world.[[78]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-91) Up to 30 players[[n]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-93) freely roam across the game world and enter lobbies to complete jobs (story-driven competitive and cooperative modes).[[79]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Persistent-92) The Content Creator toolset lets players create their own parameters for custom jobs, like racetracks and [deathmatch](https://en.wikipedia.org/wiki/Deathmatch) weapon [spawn points](https://en.wikipedia.org/wiki/Spawning_(video_gaming)).[[80]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-CVG-online-94) Players may band together in organised player teams called crews to complete jobs together. [Rockstar Games Social Club](https://en.wikipedia.org/wiki/Rockstar_Games_Social_Club) extends crews formed in [*Max Payne 3*](https://en.wikipedia.org/wiki/Max_Payne_3)'s multiplayer mode to those of *Grand Theft Auto Online*. Players may create their own crews and join up to five total. Crews win multiplayer matches to earn [experience points](https://en.wikipedia.org/wiki/Experience_point) and climb [online leaderboards](https://en.wikipedia.org/wiki/Online_leaderboards).[[81]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-krupa1-95)

*Grand Theft Auto Online* launched on 1 October 2013, two weeks after *Grand Theft Auto V*'s release.[[82]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-96) Many players reported connection difficulties and game freezes during load screens.[[83]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-97)[[84]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-98) Rockstar released a technical patch on 5 October in an effort to resolve the issues,[[85]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-99) but problems persisted the second week following launch as some players reported their character progress as having disappeared.[[86]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-100) Another technical patch was released on 10 October combating the issues,[[87]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-101) and Rockstar offered a GTA$500,000 (in-game currency) stimulus to the accounts of all players connected to *Online* since launch as recompense.[[88]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-102) Because of the widespread technical issues present at launch, many reviewers bemoaned their *Grand Theft Auto Online* experience but generally recognised its open-ended exploration and dynamic content as strengths.[[89]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Digital_Spy_GTA_Online-103)[[90]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-Destructoid_GTA_Online-104)[[91]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-GameSpot_GTA_Online-105)[[92]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-IGN_GTA_Online-106)[[93]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-VideoGamer_GTA_Online-107)

Post-release content is continually added to *Grand Theft Auto Online* through free title updates. Some updates add new game modes and features,[[94]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-108)[[95]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-109) and others feature themed gameplay content, such as the [Independence Day](https://en.wikipedia.org/wiki/Independence_Day_(United_States)) Special update that added patriotic-themed content on 1 July 2014.[[96]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-110) The widely anticipated[[97]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-IGN_US-111)[[98]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-highly-112) Online Heists update launched on 10 March 2015 and suffered some initial technical difficulties due to the increased user load.[[99]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-113) Shortly after the game's PC release, some players reported being banned from *Grand Theft Auto Online* for using [field of view](https://en.wikipedia.org/wiki/Field_of_view_in_video_games) and cosmetic [mods](https://en.wikipedia.org/wiki/Mod_(video_gaming)) in single-player.[[100]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-114) Rockstar stated in their official blog that nobody had been banned from *Online* for using single-player mods, but that recent updates to the PC version had the "unintentional effect" of making such mods unplayable. They stated that mods are unauthorised and may cause unforeseen technical problems and instabilities.[[101]](https://en.wikipedia.org/wiki/Grand_Theft_Auto_V#cite_note-115)