

= The Last of Us Remastered =

The Last of Us Remastered is an action @-@ adventure survival horror video game developed by Naughty Dog and published by Sony Computer Entertainment . An enhanced port of 2013 's The Last of Us , Remastered was released for the PlayStation 4 worldwide in July 2014 . Among minor gameplay additions , the game features enhanced graphics and rendering upgrades including increased draw distance , an upgraded combat mechanic and higher frame rate .

The game is set twenty years after an outbreak destroyed much of civilization , exploring the possibility of a fungus infecting humans . The single @-@ player story follows Joel , tasked with escorting the young Ellie across a post @-@ apocalyptic United States , in an attempt to create a potential cure against the infection to which Ellie is immune . Players make their way through various locations , fighting against the Infected and hostile human survivors . The multiplayer lets up to eight players engage in cooperative or competitive game matches . To accommodate Remastered 's technical enhancements , Naughty Dog spent months developing the game , beginning upon the release of The Last of Us .

The game received critical acclaim . Reviewers were impressed with the graphics upgrades , praising all of the enhancements and additions . It also became a commercial success , selling over one million units within its first month .

= = Gameplay = =

The Last of Us Remastered changes little from the basic gameplay of the original version . As such , it is an action @-@ adventure survival horror game that uses a third @-@ person perspective . The game involves gunfights , melee combat and a cover system . For most of the game , players control Joel ; Ellie and other companions are controlled by the artificial intelligence . Remastered uses the DualShock 4 's touchpad to navigate inventory items , and the light bar signals health , scaling from blue to orange and red when taking damage . In addition , audio recordings found in the game world can be heard through the controller 's speaker ; the original version forced players to remain in a menu while the recordings were played . The game 's Photo Mode allows players to capture images of the game by pausing gameplay and adjusting the camera freely . In the menu , players have the ability to watch all cutscenes with audio commentary featuring creative director Neil Druckmann , Troy Baker and Ashley Johnson , who portrayed Joel and Ellie , respectively .

= = Development = =

In March 2014 , information concerning a release of The Last of Us on PlayStation 4 was leaked . This was followed by the appearance of the game , titled The Last of Us Remastered on the PlayStation Store on April 9 , 2014 ; Naughty Dog announced the game on the same day . This enhanced version of the game features an increased draw distance , character models of higher resolution , improved lighting and shadows , and an upgraded combat mechanic . It runs a native 1080p resolution at 60 frames per second , with the option to lock the game at 30 frames per second . At E3 2014 , Sony announced that the game would be released on July 29 , 2014 . Some of the downloadable content from The Last of Us is bundled with Remastered , including Left Behind and some multiplayer maps , while others require a separate purchase .

In Remastered , character textures were increased by a factor of four , shadows were doubled and a new lighting process was implemented . The motion blur when turning the camera , used to hide slower loading textures , was reduced , and the game 's environments look " crisper " . In addition , new settings were introduced to allow players to customize the game 's audio channels , and the loading times were reduced , due to the game streaming from the hard drive as opposed to the disc . One of the biggest developmental challenges was fitting all content onto one Blu @-@ ray Disc . The changing of the in @-@ game textures , and the inclusion of Left Behind , were the cause for this difficulty . According to lead developer Christian Gyrling , Remastered " looked broken up until a week before shipping " .

Development on Remastered began shortly following the release of The Last of Us in June 2013 . Though initially under light development , the team began working harder on Remastered when they saw the demand for it ; work on the game 's code did not begin until a larger team was introduced to Remastered in February 2014 . As development on the original game ended , the programmers expected that the game would be ported to the PlayStation 4 , but planning and preparation did not begin until The Last of Us had launched . The team aimed at creating a " true " remaster , maintaining the " same core experience " and not changing any large story or gameplay elements . For the game 's frame rate , the team was initially split , with some preferring 30 frames per second rather than 60 ; when the game was running at the latter , the whole team became convinced . The team that worked on Remastered was significantly smaller than the team for The Last of Us ; in particular , the team did not include any designers , which led to various design issues remaining from the original game . Druckmann attributed this to the fact that Remastered was developed as a recreation of the original , altering only technical and graphical aspects .

= = Reception = =

Like the original version , The Last of Us Remastered was met with critical acclaim . Metacritic calculated an average score of 95 out of 100 , indicating " universal acclaim " , based on 69 critics . GameRankings assigned an average score of 96 % based on 43 reviews .

The game 's enhanced graphics received positive reactions . Colin Moriarty of IGN felt that the graphical fidelity of Remastered was an improvement over The Last of Us , despite the latter being " the most beautiful game [he 'd] seen on any console " . GamesRadar 's David Houghton echoed this statement , calling the visuals " jaw @-@ dropping " . VideoGamer.com reiterated the graphical improvement over the original game , particularly praising the increased draw distance and improved lighting technology . Liam Martin of Digital Spy also felt that the lighting system improves the gameplay and makes the game " feel even more dangerous " . Game Informer 's Tim Turi stated that the game is " even more breathtaking " than The Last of Us . Matt Swider of TechRadar appreciated the minor detail changes and the technical improvements . The Independent 's Jack Fleming felt that the original game 's visual flaws were enhanced in Remastered , but greatly complimented the updated graphics regardless .

Many reviewers considered the technical enhancements , such as the increased frame rate , a welcome advancement from the original game . Turi of Game Informer felt that the frame rate " dramatically elevate [s] " the game above the original . Jim Sterling of The Escapist complimented the upgraded frame rate , commenting that the original frame rate is a " noticeably inferior experience " . IGN 's Moriarty stated that , though the change was initially " jarring " , he appreciated it through further gameplay . Tom Hoggins of The Daily Telegraph echoed these statements , feeling as though the increased frame rate heightened the intensity of the gameplay . Metro 's David Jenkins felt that the increased frame rate is almost imperceptible , though stating that it is " definitely an improvement " . Philip Kollar of Polygon appreciated the game 's improved textures and loading times .

The addition of Photo Mode was well received . TechRadar 's Swider named the mode as a standout feature , while IGN 's Moriarty complimented the availability to capture " gorgeous " images using the feature . The adjustment of the controls received praise , with Moriarty of IGN particularly approving the DualShock 4 's triggers . Swider of TechRadar felt that the additional controls result in a better functioning game , while Digital Spy 's Martin felt that it improves the game 's combat , commenting that it " increase [s] this sense of immersion " . Reviewers also appreciated the inclusion of the DLC and the audio commentary . These features led The Escapist 's Sterling to dub Remastered as " the definitive version of the game " .

By August 2014 , The Last of Us Remastered had sold one million copies . It is one of the best @-@ selling PlayStation 4 games . The game was nominated for Best Remaster at The Game Awards 2014 , and received an honorable mention for Best Technology at the 15th Annual Game Developers Choice Awards .