= MediEvil : Resurrection =

 MediEvil : Resurrection is a 2005 Gothic action @-@ adventure video game developed by SCE Cambridge Studio and published by Sony Computer Entertainment for the PlayStation Portable . It is a re @-@ imagining of the first instalment in the series , MediEvil . It was first released as a launch title on 1 September 2005 in Europe and 13 September 2005 in North America . It was also re @-@ released for the PlayStation Network in 2008 . The game is set in the medieval Kingdom of Gallowmere and centres around the charlatan protagonist , Sir Daniel Fortesque , as he makes an attempt to stop antagonist Zarok 's invasion of the kingdom whilst simultaneously redeeming himself . The game also features a variety of voice talents , including Tom Baker as the narrator and the Grim Reaper .
 Development of the game began in 2003 with the original intention of releasing the game for the PlayStation 2 . Sony Computer Entertainment Europe commissioned SCE Cambridge Studio to develop a launch title for the PlayStation Portable . Due to time constraints , the Cambridge studio was given only a year to develop the game , thus they decided to remake the original MediEvil . The game was met with mixed reviews upon release , with critics mainly praising the game 's humour , voice talent and graphics but was criticised for lack of innovation and cumbersome camera controls .

 = = Gameplay = =

 Gameplay is similar to that of the original game in which players control Sir Daniel Fortesque as he travels through Gallowmere to stop the evil Zarok . Dan can utilise a variety of weapons , including close range weapons such as swords and axes to long ranged weapons such as throwing knives and crossbows . If Dan defeats enough enemies to collect the Chalice of Souls hidden throughout each level , he will be able to travel to the Hall of Heroes , where a legendary hero rewards him by giving him a new weapon or other helpful items . Dan possesses a single life bar throughout the game , which can be sustained by collecting Life Bottles throughout the game which can be replenished by energy vials and Life Fountains . The remastered version also includes some exclusive arcade @-@ style minigames which can also be played over online multiplayer .
 MediEvil : Resurrection features many alterations to the original structure and content , such as the addition of the " Anubis Stone " sub @-@ plot which has never appeared in the original . Various levels and characters designs are altered drastically from the original , with some levels removed altogether . Resurrection 's altered plot is given a much more humorous and light @-@ hearted setting as opposed to the Gothic horror @-@ comedy of the first instalment . Unlike the original , there is no alternate ending ; Dan still enters eternal slumber regardless of whether he collects all of the chalices .

 = = Plot = =

 In the year 1286 , an evil sorcerer named Zarok plotted to take over the kingdom of Gallowmere with his undead army . It is told in legend that the King of Gallowmere 's champion , Sir Daniel Fortesque , led his army to victory and managed to kill Zarok before succumbing to his mortal wounds . In reality however , Dan was in fact struck down by the first arrow fired in the battle , with the king choosing to cover it up and declare Dan the " Hero of Gallowmere " . Zarok , meanwhile , was forced into hiding and was presumed dead . 100 years later , in 1386 , Zarok reappears , casting a spell over Gallowmere to awake his undead army and steal the souls of the living . However , in the process , he unwittingly revives the corpse of Dan , who has over time become a skeletal corpse , missing his jaw and the eye he lost in the battle of Gallowmere . Shortly after waking up , Dan is accompanied by Al @-@ Zalam , a genie whose powers were robbed by Zarok . Having been unable to ascend to the Hall of Heroes due to his failures in life , Dan uses this opportunity to defeat Zarok , save Gallowmere and earn his place as a true hero .
 As Dan travels across Gallowmere , collecting pieces of an artefact called the ' Anubis Stone ' along

the way , fighting his way through Zarok 's hordes and confronting all manners of beasts , he soon arrives at Zarok 's lair , fighting off Zarok 's skeletal warriors using the souls of his old allies retrieved by collecting the Chalices . After also managing to defeat Zarok 's champion , Lord Kardok , Zarok turns into a powerful monster , but Dan manages to defeat him . As Zarok sets his lair to self @-@ destruct , Dan is rescued by Al @-@ Zalam and the two escape , leaving Zarok 's magical influence over the land thwarted . With the magic cast on him also wearing off as a result , Dan returns to his burial chamber where he once again enters eternal slumber .

= = Development = =

 Development of MediEvil : Resurrection began in 2003 at SCE Cambridge Studio . The senior management team of Sony Computer Entertainment Europe wanted a launch game for the PlayStation Portable console and ordered the studio to develop the game in time for the console 's release . Due to the short notice , the studio was given only a year to develop a game , thus it was decided that a remake of the original MediEvil would be suitable as developing an original title would take more time to develop .
 Despite the success of the previous games in the MediEvil series , only three original team members were involved in the making of MediEvil : Resurrection . Chris Sorrell , the creator of MediEvil , stressed in a retrospective interview that he would have preferred to direct Resurrection if he was not at the time instructed to direct the video @-@ game adaptation of 24 . Since the release of Resurrection , Sorrell expressed disappointment with the changes made to the game and the fact that his superiors did not allow him to direct it , but praised the team 's ability for working under a time constraint . Piers Jackson was instead appointed as the producer for Resurrection . He directed the overall development of the title , working closely with a new design team led by Dominic Cahalin . Mitch Phillips , who was the character animator for the previous two instalments , was appointed as lead artist for the game . Phillips , along with Paul Arnold and Andrew Barnabas , the musical duo more commonly known as " Bob & Barn " , who composed the original soundtrack for MediEvil , were the only people from the original team to return .
 According to Piers Jackson , the thrust of the design was to produce a title that could showcase the full abilities of the PlayStation Portable , including its built @-@ in Wi @-@ Fi capabilities . Jackson also asserted that Resurrection was an entirely different game from the original ; whilst the studio had taken the basic story and some of the locations from the original game , all the code , graphics and voice actors were changed . New additions to Resurrection included an expanded plot , added mini @-@ games , multiplayer facilities and a cloud save function . During late stages of development , the studio attempted to preserve ideas that they thought worked well in the original , though their uses were altered or repositioned to keep the game fresh even to those who had played the original . The addition of the ' Anubis Stone ' sub @-@ plot was to strengthen the story arc and the creation of Al @-@ Zalam was to act as Dan 's internal monologue as well as the player 's guide .

= = = Music = = =

 The soundtrack in Resurrection is orchestrated , unlike the first instalment . Approximately half of the themes from the original were removed while new themes were created to fit with the new levels . The music is split into two halves ; the cues from the first half are largely reminiscent of a select number of cues from the original game with the addition of extra thematic elements to strengthen them . The other half of the music is original and composed exclusively for Resurrection . The new soundtrack was composed by Bob & Barn and features performances from members of the City of Prague Philharmonic Orchestra that was recorded in the Czech Republic . The orchestra , headed by Nic Raine , consisted of approximately 80 performers and in addition benefits from a 32 piece choir , also recorded in the same venue . This follows the tradition of SCE Cambridge Studio 's previous orchestral game Primal , which was also recorded in Prague by the same performers .

= = Reception = =

MediEvil : Resurrection received mixed reviews upon release . It received an aggregate score of 69 % from GameRankings and a score of 66 from Metacritic . General criticisms from reviewers were directed at the camera controls , which was cited as being particularly poor during combat sequences , and occasionally being the cause for frame rate drops . Jason Allen of IGN noted that the camera angles were " not as bad " during open areas of the game , but became " rather clumsy in the middle of a heated battle " . Kristan Reed of Eurogamer expressed similar concerns with the camera work , stating that the camera was " sloppy " and that it proved particularly difficult during combat , when enemies were to suddenly appear off screen .

The combat was also criticised for its poor hit detection . Greg Mueller of GameSpot noted that the poor collision detection turned most of the combat sequences to a " frustrating and tedious " experience . Reed similarly criticised the combat system , citing that the system is " unremarkable on the basic level " and was disappointed with the lack of technical additions to the game . Allen also expressed concern with the fighting mechanics , stating that every melee attack was inaccurate and " clumsy " , combined with cumbersome camera work .

The graphics and voice talent were the most praised aspects of the game , especially Tom Baker 's role as the narrator and Grim Reaper . Mueller praised the soundtrack and dialogue , stating that the best part of the game " is easily the sound " , and that the voice of any character fits their role " perfectly " , making them more interesting than " the average voice @-@ over " . Reed also praised Baker 's role in the game , stating that voice @-@ overs and audio were the most enjoyable experiences in Resurrection , also citing that Baker 's voice performance was " majestic " and " eccentric " . Chris Scantleberry of GameSpy felt that the overall dialogue was heavy on the stereotypical accent , but was assured that players would enjoy the " electric atmosphere " of MediEvil , which he often compared to that of Tim Burton 's The Nightmare Before Christmas .

Chris Sorrell and Jason Wilson , co @-@ creators of MediEvil , had also expressed disappointment with the game . Neither of them had any involvement with MediEvil : Resurrection , and when they were asked about the game during a retrospective interview with RetroGamer , Wilson felt disheartened with having to watch something he " cherished " to be altered with decisions he thought were " questionable " . Sorrell felt similar disappointment in the redesign of the game and there were a number of aspects of it that he disagreed with . He did , however , praise the development team of Resurrection , stating that they did " an awesome job " considering the time constraints they were up against .