

= Grand Theft Auto V =

Grand Theft Auto V is an open world action @-@ adventure video game developed by Rockstar North and published by Rockstar Games . It was released on 17 September 2013 for the PlayStation 3 and Xbox 360 , on 18 November 2014 for the PlayStation 4 and Xbox One , and on 14 April 2015 for Microsoft Windows . The game is the first main entry in the Grand Theft Auto series since 2008 's Grand Theft Auto IV . Set within the fictional state of San Andreas , based on Southern California , the single @-@ player story follows three criminals and their efforts to commit heists while under pressure from a government agency . The open world design lets players freely roam San Andreas 's open countryside and fictional city of Los Santos , based on Los Angeles .

The game is played from either a first @-@ person or third @-@ person view and its world is navigated on foot or by vehicle . Players control the three lead protagonists throughout single @-@ player and switch between them both during and outside of 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 , the online multiplayer mode , lets up to 30 players explore the open world and engage in cooperative or competitive game matches .

Development began soon after 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 and 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 features an original score composed by a team of producers who collaborated over several years .

Extensively marketed and widely anticipated , the game broke industry sales records and became the fastest @-@ selling entertainment product in history , earning US \$ 800 million in its first day and US \$ 1 billion in its first three days . It received widespread critical acclaim , with praise directed at its multiple protagonist design , open world , presentation and gameplay . It caused controversies related to its depiction of women and a mission featuring torture during a hostage interrogation . Considered one of seventh generation console gaming 's most significant titles , it won year @-@ end accolades including Game of the Year awards from several gaming publications . It has shipped over 65 million copies and is one of the best @-@ selling video games of all time .

= = Gameplay = =

Grand Theft Auto V is an action @-@ adventure game played from either a first @-@ person or third @-@ person view . Players complete missions ? linear scenarios with set objectives ? to progress through the story . Outside of missions , players may freely roam the open world . Composed of the San Andreas open countryside area and the fictional city of Los Santos , the world is much larger in area than earlier entries in the series . It may be fully explored after the game 's beginning without restriction , although story progress unlocks more gameplay content .

Players use melee attacks , firearms and explosives to fight enemies , and may run , jump , swim or use vehicles to navigate the world . To accommodate the map 's size , the game introduces vehicle types absent in its predecessor Grand Theft Auto IV , such as fixed @-@ wing aircraft . Auto @-@ aim and a cover system may be used as assistance against enemies in combat . Should players take damage , their health meter will gradually regenerate to its halfway point . Players respawn at hospitals when their health depletes . If players commit crimes while playing , law enforcement agencies may respond as indicated by a " wanted " meter in the head @-@ up display (HUD) . Stars displayed on the meter indicate the current wanted level (for example , at the maximum five @-@ star level , police helicopters and SWAT teams swarm to lethally dispatch players) . Law enforcement officers will search for players who leave the wanted vicinity . The meter enters a cooldown mode and eventually recedes when players are hidden from the officers ' line of sight (as displayed on the mini @-@ map) .

The single @-@ player mode lets players control three characters : Michael De Santa , 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 . Throughout single @-@ player , players may switch between the protagonists at will by means of a directional compass on the HUD . The game may switch between characters automatically in single @-@ player missions to complete certain objectives . A character 's compass avatar will flash red if he is in danger and needs help , and flash white if he has a strategic advantage . Though players complete missions as any of the three protagonists , the more difficult heist missions require aid from AI @-@ 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 and may be available for later missions with improvements to their unique skills . Differentiation in heist mission strategies is encouraged ; in a holdup mission , players may either stealthily subdue civilians with an incapacitating agent or conspicuously storm the venue with guns drawn .

Each character has a set of eight skills that represent their ability in certain areas such as shooting and driving . Though skills improve through play , each character has a skill with expertise by default (i.e. Trevor 's flying skill) . The eighth " special " skill determines the effectiveness in performing an ability that is unique to each respective character . Michael enters 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 . A meter on each character 's HUD depletes when an ability is being used and regenerates when players perform skilful actions (for example , drifting in vehicles as Franklin or pulling off headshots as Michael) .

While free roaming the game world , players may engage in context @-@ specific activities such as scuba diving underwater or BASE jumping via parachute . Each character has a smartphone for contacting friends , starting activities and accessing an in @-@ game Internet . The Internet lets players trade in stocks via a stock market . Players may purchase properties such as homes and businesses , upgrade the weapons and vehicles in each character 's arsenal , and customise their appearance by purchasing outfits , haircuts , tattoos and jewellery .

= = Plot = =

Nine years after a botched robbery in Ludendorff , North Yankton , former bank robber Michael Townley lives under witness protection with his family in Los Santos , San Andreas , under the alias Michael De Santa . He meets and befriends gangbanger Franklin Clinton when the latter attempts to fraudulently repossess his son 's car on behalf of a corrupt Armenian car salesman . When Michael discovers his wife Amanda has been sleeping with her tennis coach , he chases the coach to a mansion and destroys it out of anger . The mansion 's owner turns out to be the girlfriend of Mexican drug lord Martin Madrazo , who demands compensation under the threat of further violence . Michael goes back into a life of crime to obtain the money and enlists Franklin as an accomplice . Together , they perform a jewellery shop heist to help pay the debt . Michael 's sole surviving partner in the Ludendorff robbery , Trevor Philips , hears of the jewellery heist and realises that it was Michael 's handiwork . The two reunite after Trevor tracks Michael down in Los Santos .

The personal lives of the protagonists begin to spiral out of control . Michael 's increasingly erratic behavior prompts his family to leave him , and his attempts to make something of himself bring him into conflict with Devin Weston , a self @-@ made billionaire venture capitalist and corporate raider who develops a grudge against him . Weston vows revenge after his lawyer dies in an accident that Michael is blamed for . Franklin rescues his friend Lamar Davis from gangster and former friend Harold " Stretch " Joseph , who repeatedly attempts to kill Lamar to prove himself to his brethren . Trevor 's reckless efforts to consolidate his control over various black markets in Blaine County see him waging war against the San Andreas chapter of The Lost outlaw motorcycle club , a number of Latin American street gangs , rival meth dealers , government @-@ sponsored mercenaries and Triad kingpin Wei Cheng .

Federal Investigation Bureau (FIB) government agents Dave Norton and Steve Haines contact Michael and demand that he perform a series of operations with Franklin and Trevor to undermine a

rival agency , the International Affairs Agency (IAA) . Under Haines ' direction , they attack an armoured convoy carrying funds intended for the IAA and raid a bank containing the payroll for all corrupt police and public officials in Los Santos . As Haines comes under increasing scrutiny for his methods , he forces Franklin and Michael to infiltrate the FIB headquarters and erase any evidence being used against him from their servers . Michael takes the opportunity to wipe any data on his own activities , destroying Haines ' leverage over him . The trio start planning their most daring feat ever : raiding the Union Depository 's gold bullion reserve .

Michael makes amends with his family and they start living together again after returning to Los Santos . Meanwhile , Trevor discovers that a former Ludendorff heist accomplice , Brad Snider , was not in prison as he was led to believe , but killed during the heist and buried in the grave marked for Michael . Trevor 's feelings of betrayal cause friction within the group and threaten to undermine their Union Depository plans . When Michael and Norton , both of whom are betrayed by Haines , are caught in a Mexican standoff between the FIB , IAA and private security firm Merryweather , Trevor aids in their escape , holding that only he has the right to kill Michael . Despite not forgiving Michael , Trevor still wants to perform the Union Depository heist ; the duo agree to part ways afterwards .

The Union Depository heist is completed successfully , but Franklin is approached by two parties separately who demand that he kill Trevor or Michael . Haines and Norton contend that Trevor is a liability , and Weston wants retribution for Michael 's betrayal . Franklin has three choices : kill Michael , kill Trevor or kill neither and face their enemies together . Should Franklin kill either Michael or Trevor , he ceases contact with the survivor and returns to his old life . Should he kill neither , the trio withstand an onslaught from the FIB and Merryweather before going on to kill Haines , Stretch , Cheng and Weston . Michael and Trevor reconcile , and the three cease working together but remain friends .

= = Development = =

Rockstar North began to develop Grand Theft Auto V in 2009 , following Grand Theft Auto IV 's release . 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 's studios around the world . The proprietary Rockstar Advanced Game Engine (RAGE) was overhauled for the game to improve its draw distance rendering capabilities . The Euphoria and Bullet software handle additional animation and rendering tasks . Having become familiar with the PlayStation 3 and Xbox 360 hardware over time , Rockstar found they were able to push the consoles ' graphical capabilities further than in previous games . Analyst estimations place the game 's combined development and marketing budget at more than £ 170 million (US \$ 265 million) , which would make it the most expensive game ever made at that time .

The open world was modelled on Southern California and Los Angeles , and its design and in @- @ game render constituted much of the game 's early work . Key members of the game world production team took field research trips throughout the region and documented their research with photo and video footage . Google Maps projections of Los Angeles were used by the team to help design Los Santos 's road networks . To reflect and reproduce Los Angeles 's demographic spread , the developers studied census data and watched documentaries about the city . The team considered creating the open world the most technically demanding aspect of the game 's production .

A fundamental design goal from the outset was to innovate on the series 's core structure by giving players control of three lead protagonists instead of one . The idea was first raised during Grand Theft Auto : San Andreas 's development , but contemporaneous hardware restrictions made it infeasible . 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 . The team viewed it as a spiritual successor to many of their previous games (such as Grand Theft Auto IV , Red Dead Redemption and Max Payne 3) , and designed it to improve upon their gameplay mechanics . They sought to improve the action gameplay by

refining the shooting mechanics and cover system , and reworked the driving mechanics to correct Grand Theft Auto IV 's difficult vehicle controls .

After an audition process , Ned Luke , Shawn Fonteno and Steven Ogg were selected to portray Michael , Franklin and Trevor , respectively . Their performances were mostly recorded using motion capture technology , but dialogue for scenes with characters seated in vehicles was recorded in studios instead . The game is the first in its series to feature an original score , composed by a team of producers collaborating with each other over several years . Licensed music provided by an in @-@ game radio is also used . The team licensed more than 241 tracks shared between fifteen radio stations , with an additional two stations providing talk radio . Some of the tracks were written specifically for the game , such as rapper and producer Flying Lotus 's original work composed for the FlyLo FM radio station he hosts .

The game was first announced by Rockstar Games on 25 October 2011 . They released its debut trailer one week later , with an official press release acknowledging its setting . Journalists noted that the announcement ignited widespread anticipation within the gaming industry , which they owed to the cultural significance of the series . The game missed its original projected Q2 2013 release date , pushed back to 17 September to allow for further polishing . To spur pre @-@ order game sales , Rockstar collaborated with several retail outlets to make a special edition with extra in @-@ game features . They ran a 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 .

A re @-@ release of the game was announced for Microsoft Windows (PC) , PlayStation 4 and Xbox One at E3 2014 . This enhanced version features an increased draw distance , finer texture details , denser traffic , upgraded weather effects , and new wildlife and vegetation . 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 . The PlayStation 4 and Xbox One versions were released on 18 November 2014 . The PC version , initially scheduled for simultaneous release with the console versions , was delayed until 14 April 2015 . According to Rockstar , it required extra development time for " polish " . The PC version is capable of 60 frames per second gameplay at 4K resolution , and the Rockstar Editor lets players capture and edit gameplay videos .

= = Critical reception = =

= = = Initial release = = =

Grand Theft Auto V was released to critical acclaim . Metacritic , which assigns a normalised rating in the 0 ? 100 range , calculated an average score of 97 out of 100 based on 50 reviews for the PlayStation 3 version and 58 reviews for the Xbox 360 version . The game is Metacritic 's fifth @-@ highest rated , tied with a number of others . Reviewers liked the multiple lead character formula , heist mission design and presentation , but some did not agree on the quality of the story and characters . IGN 's Keza MacDonald called Grand Theft Auto V " one of the very best video games ever made " , and Play considered it " generation @-@ defining " and " exceptional " . Edge wrote that it is a " remarkable achievement " in open world design and storytelling , while The Daily Telegraph 's Tom Hoggins declared it a " colossal feat of technical engineering " .

CNET 's Jeff Bakalar felt that the game encouraged players to engage with all three characters . Edge found that switching players was helpful for avoiding long travel times to mission start points . Because of the switching mechanic , Game Informer 's Matt Bertz noted that players are kept " in the thick of the action " during shootouts . Eurogamer 's Tom Bramwell wrote that switching added a tactical element to shootouts as characters set up in strategic outposts would cause fewer " shooting gallery " situations than previous instalments . IGN 's MacDonald felt the switching feature gave players more choice in their approach and made missions less predictable .

Giant Bomb 's Jeff Gerstmann considered the heist missions a welcome deviation from series typical mission structure . Eurogamer 's Bramwell likened them to " blockbuster set @-@ pieces "

and GameSpot 's Carolyn Petit cited the 1995 film Heat as a stylistic influence on their design . Joystiq 's Xav de Matos felt creativity and methodical approaches were encouraged . Polygon 's Chris Plante likened rapid character switching during heist missions to " film editing , with the player serving as editor , switching rapidly to the most interesting perspective for any moment " . Computer and Video Games 's Andy Kelly felt that overall mission design was more diverse than and lacked the escort errands of its predecessors .

Edge praised the game 's graphical fidelity and absence of load screens . Play complimented the draw distances and weather and lighting systems . Eurogamer 's Bramwell considered the lighting system to be the game 's biggest advancement . Official Xbox Magazine (OXM) ' s Mikel Reparaz thought that the game was " probably the Xbox 360 's greatest technical achievement " , and was surprised that the open world could render on the console . Reviewers lauded the open world 's design , some further complimenting the game for streamlining Los Angeles 's geography into a well @-@ designed city space . GameTrailers 's Brandon Jones considered the Los Angeles emulation authentic and the open world " full of voice and personality " . IGN and PlayStation Official Magazine (OPM) made favourable comparisons between Los Santos and Grand Theft Auto IV 's Liberty City . OXM 's Reparez felt Los Santos surpassed the " grey and gritty " Liberty City . Reviewers praised the world 's satire of contemporary American culture ? OPM 's Joel Gregory opined that " the scathing social commentary is , of course , present and correct " .

Destructoid 's Jim Sterling called the sound design " impeccable " and praised the actors ' performances , original soundtrack and licensed music use . IGN and Giant Bomb commended the music selection and felt that the original score enhanced dramatic tension during missions . GameSpot 's Petit wrote that the score " lends missions more cinematic flavour " . Edge said that the licensed music enhanced the city 's " already remarkable sense of space " and that the original score improved the atmosphere of the gameplay . They summarised the game as " a compendium of everything Rockstar has learnt about the power of game music in the past decade " .

Many reviewers found the land @-@ based vehicles more responsive and easier to control than in previous games . Game Informer 's Bertz explained that " cars have a proper sense of weight , while retaining the agility necessary for navigating through traffic at high speeds " . In addition to the vehicle handling , most reviewers noted the shooting mechanics were tighter than they had been in previous games , but Destructoid 's Sterling felt that in spite of the improvements , auto @-@ aim was " twitchy and unreliable " and cover mechanics " still come off as dated and unwieldy " . Some reviewers felt the game solved a continual problem by adding mid @-@ mission checkpoints .

The story and characters ? particularly Trevor ? polarised reviewers . Some felt that the narrative was not as well @-@ written as previous Rockstar games and cited Grand Theft Auto IV and Red Dead Redemption 's plot strengths . Others felt that the protagonists ' contrasting personalities gave the narrative tighter pacing . Edge thought the choice to host multiple leads was crucial , writing " what [at first] seemed like a gimmick ultimately proves to be the bedrock for the game as a whole " . GamesRadar 's Hollander Cooper thought the game negated inconsistencies in the story of previous entries , whose single lead protagonists had muddled morality . GameSpot 's Petit considered Trevor in particular a " truly horrible , terrifying , psychotic human being ? and a terrific character " . Eurogamer 's Bramwell found Trevor " shallow and unconvincing " , and felt that his eccentricities hurt the narrative and overshadowed Michael and Franklin 's character development . Joystiq 's de Matos faulted the protagonists ' lack of likability for him , and found the ambivalence between Michael and Trevor a tired plot device as their conflict grew into a " seemingly endless cycle " . The Escapist 's Greg Tito had difficulty connecting with the characters ' emotions since they acted out of greed with no sense of morality and thus gave players little reason to support them .

= = = Re @-@ release = = =

Grand Theft Auto V 's re @-@ release received critical acclaim . Metacritic calculated an average score of 97 out of 100 based on 66 reviews for the PlayStation 4 version and 14 reviews for the Xbox One version , and 96 out of 100 based on 48 reviews for the PC version . GameRankings assigned an average score of 96 % based on 41 reviews for the PlayStation 4 version , 98 % based

on 12 reviews for the Xbox One version and 95 % based on 26 reviews for the PC version .

Game Informer 's Andrew Reiner considered the addition of first @-@ person " another significant breakthrough for the series " in the vein of Grand Theft Auto III 's shift to third @-@ person from Grand Theft Auto 's bird 's @-@ eye view . GameSpot 's Mark Walton found that playing in first @-@ person heightened the impact of Grand Theft Auto V 's violence , which made him reflect on morality and character motivation more than before . VideoGamer.com opined that players feel like inhabitants of the world , rather than " guns attached to a floating camera " . IGN 's Dan Stapleton found the game more immersive in first @-@ person , creating a " surprisingly different experience " . VideoGamer.com praised the " finer details " in first @-@ person animations like camera lean when players take corners on motorcycles , or the navigational instruments in plane cockpits . Reviewers found playing the game more difficult in first @-@ person , but Game Informer 's Reiner preferred the challenge .

GameSpot 's Walton thought the graphics improvements made the open world " even more spectacular " , especially because of improved spatial anti @-@ aliasing . Of the first @-@ person view , he said that " at ground level everything looks bigger and more imposing " because of the improved graphics . IGN 's Stapleton favoured the PlayStation 4 version 's graphics over the Xbox One , but thought both consoles rendered the game well and maintained mostly consistent frame rates . He praised the increased frame rate and graphics options offered in the PC version . VideoGamer.com called the console version 's frame rate so consistent it was " scarcely believable " , although GameSpot 's Walton cited occasional frame rate dips . GameSpot 's Peter Brown opined that the PC version let players " witness the full extent of Rockstar 's admirable handiwork " , but noted that it " retains evidence of its last @-@ gen roots ... with simple geometry " . VideoGamer.com praised the Rockstar Editor 's accessibility on PC but criticised some of its limitations , such as camera angle restrictions . IGN 's Stapleton appreciated the PC version 's customisable controls , and GameSpot 's Brown felt that constant switching between the mouse and keyboard and a gamepad was necessary for " the best experience " . PC Gamer 's Chris Thursten called the game " the most beautiful , expansive and generous " of the series .

On the game 's multiplayer , IGN 's Stapleton reported low player counts in matches , long wait times in lobbies , server disconnection and occasional crashes . " Because of that , " he wrote , " I can 't strongly recommend ... the multiplayer experience alone " . VideoGamer.com found online character progression streamlined by comparison with the original version . According to them , the " grind of just doing PvP until co @-@ op Jobs arrive with regularity " was lost , and newcomers would likely find multiplayer enjoyable and balanced . However , they wrote of frequent server disconnection , especially during load screens . GameSpot 's Walton thought that Grand Theft Auto Online " still suffers from a lack of direction " for its open @-@ ended and frenetic gameplay , but still is fun . Game Informer 's Reiner reported " minimal lag or issues in the expanded firefights and races " .

= = Commercial performance = =

= = = Sales = = =

Within 24 hours of its release , Grand Theft Auto V generated more than \$ 800 million in worldwide revenue , equating to approximately 11 @. @ 21 million copies sold for Take Two . The numbers nearly doubled analysts ' expectations for the title . Three days after release , the game had surpassed one billion dollars in sales , making it the fastest selling entertainment product in history . Six weeks after its release , Rockstar had shipped nearly 29 million copies of the game to retailers , exceeding the lifetime figures of Grand Theft Auto IV . On 7 October 2013 , the game became the best @-@ selling digital release on PlayStation Store for PlayStation 3 , breaking the previous record set by The Last of Us , though numerical sales figures were not disclosed . It broke seven Guinness World Records on 8 October : best @-@ selling video game in 24 hours , best @-@ selling action @-@ adventure video game in 24 hours , highest grossing video game in 24 hours ,

fastest entertainment property to gross \$ 1 billion , fastest video game to gross \$ 1 billion , highest revenue generated by an entertainment product in 24 hours , and most viewed trailer for an action @-@ adventure video game . A digital version was released on 18 October for the Xbox 360 , which went on to become the highest grossing day @-@ one and week @-@ one release on Xbox Live . As of May 2014 , the game has generated over \$ 1 @.@ 98 billion in revenue . As of August 2014 , the game has sold @-@ in over 34 million units to retailers for the PlayStation 3 and Xbox 360 . As of 31 December 2014 , the game has shipped 45 million copies to retailers , including 10 million copies of the re @-@ released version for eighth @-@ generation consoles . As of 18 May 2016 , the game has shipped over 65 million copies across all platforms .

In the United Kingdom , the game became the all time fastest @-@ selling , selling more than 2 @.@ 25 million copies in five days . This broke the record set by Call of Duty : Black Ops at two million copies over the same period . It broke the day one record by selling 1 @.@ 57 million copies and generating £ 65 million . In two weeks , the game sold more than 2 @.@ 6 million copies and generated £ 90 million , which accounted for 52 % of games sold September 2013 . After three weeks on sale , it beat Grand Theft Auto IV 's lifetime sales in the United Kingdom . In its fourth week , it became the fastest @-@ selling title to break the three million barrier in the UK , thus overtaking Black Ops II 's lifetime sales . In November 2014 , the game became the best @-@ selling game of all time in the UK , overtaking Black Ops . The game was similarly successful in North America : it was the best selling game in September , representing over 50 % of software sales and boosting overall software sales by 52 % compared to September 2012 .

= = = Awards = = =

Grand Theft Auto V received multiple nominations and awards from gaming publications . Prior to its release , it received Most Anticipated Game at the 2012 Spike Video Game Awards . The game was review aggregators Metacritic and GameRankings ' highest rated for the year 2013 . The game appeared on several year @-@ end lists of 2013 's best games , receiving wins from independent journalist Tom Chick , CNET , Edge , the 31st Golden Joystick Awards , the 5th Annual Inside Gaming Awards the Spike VGX 2013 Awards , Slant Magazine and Time . It was named the Best Xbox Game by Canada.com , GameSpot , and IGN , and the Best Multiplatform Game by Destructoid . Rockstar Games and Rockstar North won Best Studio and Best Developer from Edge , and the BAFTA Academy Fellowship Award at the 10th British Academy Video Games Awards .

Various in @-@ game elements were recognised with awards . Two characters , Trevor Philips and Lamar Davis , received numerous nominations for Best Character , and Lamar won the award from Giant Bomb . The music received awards from Spike VGX , Hardcore Gamer and The Daily Telegraph . Grand Theft Auto Online won Best Multiplayer from GameTrailers and BAFTA , and Best Xbox 360 Multiplayer from IGN . Online was also nominated for Biggest Disappointment by Game Revolution and Hardcore Gamer . Grand Theft Auto V won Best Technical Achievement in the Telegraph Video Game Awards , and Best Technology at the 14th Annual Game Developers Choice Awards . The graphical and artistic design received awards from IGN , The Daily Telegraph and BAFTA , and a nomination at the Game Developers Choice Awards .

The game received numerous other awards . It was awarded the title of Most Immersive Game at the Inside Gaming Awards . The general public voted for the game to receive the User Choice Award at the PlayStation Awards 2013 and the Community Choice award from Destructoid . The game received the Platinum Award at the PlayStation Awards , and was named the Best British Game from BAFTA . At IGN 's Best of 2013 Awards , it received multiple wins , including Best Xbox 360 Graphics , Best Xbox 360 Sound , and Best Action Game on Xbox 360 , PlayStation 3 and overall .

= = 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 .

Up to 30 players freely roam across the game world and enter lobbies to complete jobs (story @-@ driven competitive and cooperative modes) . The Content Creator toolset lets players create their own parameters for custom jobs , like racetracks and deathmatch weapon spawn points . Players may band together in organised player teams called crews to complete jobs together . Rockstar Games Social Club extends crews formed in Max Payne 3 's multiplayer mode to that 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 and climb online leaderboards .

Grand Theft Auto Online launched on 1 October 2013 , two weeks after Grand Theft Auto V 's release . Many players reported connection difficulties and game freezes during load screens . Rockstar released a technical patch on 5 October in an effort to resolve the issues , but problems persisted the second week following launch as some players reported their character progress as having disappeared . Another technical patch was released on 10 October combating the issues and Rockstar offered a GTA \$ 500 @, @ 000 (in @-@ game currency) stimulus to the accounts of all players connected to Online since launch as recompense . Because of the widespread technical issues present at launch , many reviewers bemoaned their experience with Grand Theft Auto Online , but generally recognised the open @-@ ended exploration and dynamic content as its strength .

Post @-@ release content is continually added to Grand Theft Auto Online through free title updates . Some updates add new game modes and features , and others feature themed gameplay content , such as the Independence Day Special update that added patriotic @-@ themed content on 1 July 2014 . The widely anticipated Online Heists update launched on 10 March 2015 and suffered some initial technical difficulties due to the increased user load . Shortly after the game 's PC release , some players reported being banned from Grand Theft Auto Online for using field of view and cosmetic mods in single @-@ player . Rockstar stated in their official blog that nobody had been banned from Online for using single @-@ players 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 .

= = Controversies = =

The game has generated several controversies related to its violence and depiction of women . A mission that requires players to use torture equipment in a hostage interrogation polarised reviewers , who noted its political commentary but felt that the torture sequence was in poor taste . The mission also received criticism from politicians and anti @-@ torture charity groups . The game became subject to widespread online debate over its portrayal of women , particularly in the wake of backlash against GameSpot journalist Carolyn Petit when she claimed the game was misogynistic in her review . After Petit 's review webpage received more than 20 @, @ 000 largely negative comments , many journalists defended her right to an opinion and lamented the gaming community 's defensiveness towards criticism . Television personality Karen Gravano and actress Lindsay Lohan have both filed lawsuits against Rockstar in allegation that characters in the game were based on their likenesses . Australian department store Target pulled the game from their 300 stores following a Change.org petition against depictions of violence toward women in the game .

= = Legacy = =

Critics concurred that Grand Theft Auto V was among seventh generation console gaming 's best and a great closing title before the eighth generation 's emergence . Polygon 's Plante observed that the game would be " a bridge between games ' present and the future " , and declared it " the closure of this generation , and the benchmark for the next " . VideoGamer.com 's Simon Miller considered it " the ultimate swansong for this console cycle " that would " cast a long shadow over the next " . Three days after its release , the game ranked second on IGN 's list of " The Top 25 Xbox 360 Games " . Editor Ryan McCaffrey considered that the scale and detail of the open world succeeded the majority of other Xbox 360 games . He wrote that the game is " a triumph both for gamers and for the medium itself , and it deserves its runaway success " . Hardcore Gamer placed it

at number three on their " Top 100 Games of the Generation " list . They cited the game 's improved shooting and driving mechanics over its predecessors . They also considered that the multiple protagonist design " was a welcome change of pace " and could become a benchmark for the eighth generation of gaming . In December 2013 , The Daily Telegraph listed the game among their " 50 best games of the console generation " . They called it a " cultural behemoth " that " will be Rockstar 's lasting legacy " .

In January 2014 , Computer and Video Games ranked the game fourth on their " Games of the Generation 20 @-@ 1 " list . Editor Rob Crossley said that for the first time , Rockstar created an " utterly beautiful " open world . He found that the game did away with Grand Theft Auto IV 's repetitive mission design and focused instead on fun gameplay . In May , IGN ranked it eighth on their list of the " Top 100 Games of a Generation " and called it a " huge , raucous , and wildly ambitious bridge towards the [eighth] generation of console gaming " . The next month , it placed at number three on IGN 's list of the " Games of a Generation : Your Top 100 " as voted by the site 's readers . In August , Game Informer ranked it third on their " Top 10 Action Games Of The Generation " list . They compared the game 's quality to that of its predecessor , but thought that its ensemble character set @-@ up , varied missions and multiplayer superseded Grand Theft Auto IV 's placement on the list . They wrote of the story 's absurd drama and the open world 's vastness , and did not " regret a single second " spent playing the game . In November , Edge named it the fifth best game of its generation and commented that " no other game studio is even daring to attempt an open @-@ world game in its tradition because there is simply no possibility of measuring up to [its] standards . " In 2015 the publication rated the game the second greatest videogame of all time . It also ranked high on several best game lists determined by the public . It featured eighth on Empire 's list of " The 100 Greatest Video Games Of All Time " , and fifth on Good Game 's " Top 100 Games " list , as voted by the audience of the magazine and show respectively . Grand Theft Auto V was the most tweeted game of 2015 , despite being released over a year earlier .