

10 interesting secrets of Naughty Dog you may not know - P.2

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Up to now, Naughty Dog is still one of the most beloved developers, having the games with the most guaranteed quality. It seems that every game labeled Naughty Dog makes the majority of gamers in the community feel secure and worth the money to buy. During its development, Naughty Dog also has a lot of interesting things that may be unknown to gamers.

Crash Bandicoot is the game that made Naughty Dog's reputation



Perhaps for many, the success of Naughty Dog comes from the Uncharted or **The Last of Us series** . However, Crash Bandicoot is actually the name that has raised Naughty Dog's development firm on the market, especially in the US. The brand has sold more than 40 million copies on PlayStation 1 and PlayStation 2 worldwide.

Crash Bandicoot is also included in many other games of Naughty Dog. Typically, Uncharted 4: A Thief's End was released in 2016. The player is transformed into Nathan Drake and plays a mini version of Crash Bandicoot. The scene of Nathan and Elena Fisher playing the game is loved by many fans.

I believe Crash Bandicoot will definitely be included in the future with the Naughty Dog.

Naughty Dog continues to cause controversy about skin color in Uncharted 4

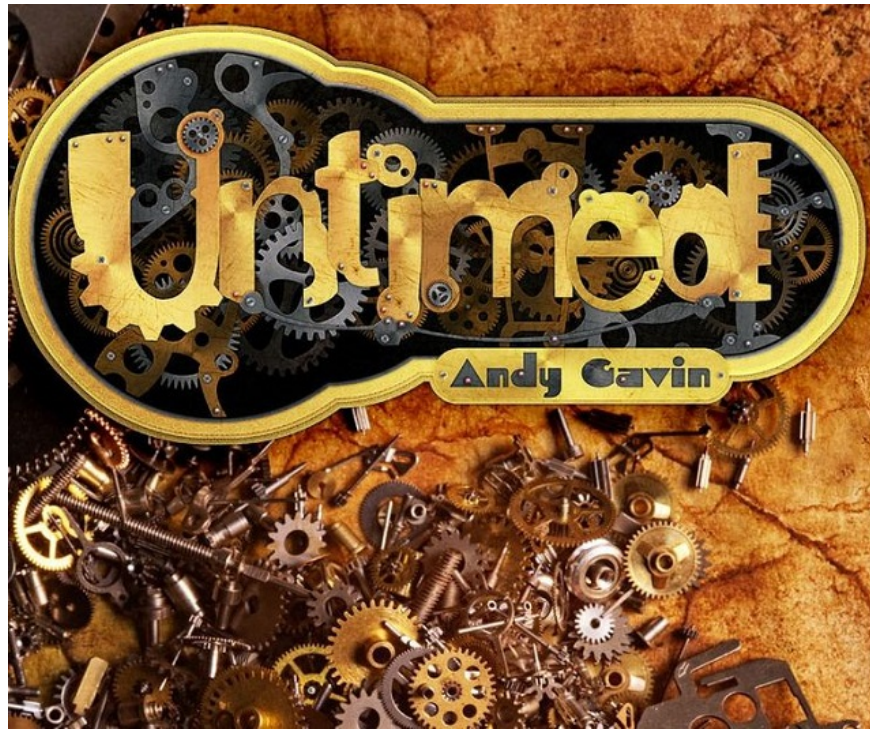


With Uncharted 4: A Thief's End, Naughty Dog is not only controversial about the use of artwork by Assassin's Creed 4, but also controversial for using a white actor to voice a black character. It is the character Nadine Ross, played by Linda Bailey. In the opposite opinion of the community, Neil Druckmann voiced:

'Your appearance is not at all a problem. If so, Troy Baker could not play Joel, Ashley Johnson could not be Ellie in The Last of Us. Although in the movie version, they do not have a role, but in the game version, they incarnate the character perfectly. '

Neil Druckmann added that Bailey playing a black actor is simply a talented actress, best suited for that role. However, this still made the fan community somewhat disappointed with Naughty Dog and said that it only aggravated the problem of color.

The founder of Naughty Dog has become a businessman and novelist



In 2004, Andy Gavin - known as one of the co-founders of Naughty Dog, left the company to implement his own plans. Shortly after leaving Naughty Dog, Andy started a new company called Flecktor with a former HBO director - Jason R. Kay and another Mischievous Dog co-founder, Jason Rubin. By 2007, Andy Gavin's company was sold to Fox Interactive Media.

By 2008, Andy left Fox Interactive Media. And a year later, in 2009, he announced he would return to the gaming market with co-founder Jason Rubin. They founded a social media start-up game called Monkey Gods.

Not only that, Andy Gavin also tried his hand in literature when he started having his first novel, 'The Darkening Dream', released in 2011. By December 2012, he released the 2nd novel titled Untimed.

Naughty Dog has a dedicated team to help other developers keep up with Sony technology



More than just an irreplaceable Sony developer, Naughty Dog has the role of a big brother, leading and supporting other developers when making games for the PlayStation. More specifically, they have a group called the ICE Team, which is basically a specialized developer or developer group, working under the name of Naughty Dog to help other 'first-party' developers of Sony. Optimized graphics technology with PlayStation generations.

This means that when other developers have completed a game, Naughty Dog will join in as an optimal product support. Their goal is to help other developers make a game with better overall performance, more compatible with PlayStation hardware.

The founders of Naughty Dog have been making games since . 16 years old



Andy Gavin and Jason Rubin made their first game when they were 16 years old. The game, called Ski Crazed, was developed for the Apple II computer system. It is worth mentioning that they made this game in a family garage. However, the original version was due to Andy accidentally copying some elements from other ski games so it was removed. Jason was then forced to rewrite another ski game and finish it in just over a week.

Initially, the game had unstable performance and needed to be written and reprogrammed by Jason. The game's original name was Ski Stud, which Baudville bought for \$ 250. At this time, Naughty Dog is still known under the name Jam Software.

Conclusion

Although there are games that do not really meet the expectations of the fans, but we can not deny Naughty Dog is one of the most talented developers. Certainly in the coming PlayStation generations, Naughty Dog is still an indispensable company for Sony as well as its game quality has always been supported by gamers.

This is an article in a series about 10 interesting things about Naughty Dog

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