

Review The Last of Us Part II - Could this be the post-COVID-19 world?

The Last of Us Part II sheds light on many complex and confusing aspects of humanity - a journey mixed with many emotions.

Publisher: Sony Interactive Entertainment

Developer: Naughty Dog

Release date: June 19, 2020

ESRB:
Mature

Platform:
PlayStation 4

There are so many things about human nature that we struggle with so much to control ourselves. We see what we want. We gain our beliefs and opinions from the people and the world around us. And sometimes, in order to see something, we have to show what belongs to us.

The Last of Us Part II sheds light on many of the complex and confusing aspects of being human - a journey that mixes empathy, anger, and how we are defined by those around us. These philosophical considerations can be daunting to grapple with, but Naughty Dog infuses them with light and comforting nuances, creating a masterpiece with a unique impact that few games have ever achieved.

The story opens with a conversation about how the first game ends - about what Joel did at the Firefly hospital, and the lie he told Ellie about doing it. That dialogue lays the groundwork for the current state of the characters' complex relationships, from which players will gain a deeper understanding as the story progresses.

The Last of Us Part II's storyline continues with Wyoming, Ellie and Joel, currently incarcerated in a Jackson prison, trying to deal with the consequences of their past actions, while the world over continues to suffer from disturbances enough to transform humanity and devastate modern civilization.



The Last of Us Part II has Naughty Dog masterfully integrated its theme story in every way. It depicts the violent leadership Ellie uses to navigate this harsh world, and that violence is incorporated into key details in her quest for revenge. Maybe you've killed multiple people because this has dominated you somewhere along the way, then you'll continue to be impacted by Ellie's rampages weighing on you over time.

The chaos that pervades the post-apocalyptic world creates the perfect opportunity for different factions to vie for power. In addition to the zombie-like Infected, you also fight armies of WLF and Seraphites. You deal with all of these groups in tense encounters that combine indirect or direct combat in different and unpredictable ways. Ellie's increased agility allows you to act, gather information, and traverse areas and take advantage of the terrain, but the biggest improvement to combat is the way the world pushes you to play. You can control the battlefield by using your resources wisely, especially in larger environments. I know the mistakes I've made when I die, and I find satisfaction in handling my own situations skillfully.



Even with many battle scenarios, The Last of Us Part II still offers moments of peace but tinged with loneliness. Some areas have no interaction at all, but they don't feel dry and intimidating. Instead, they focus on building the world or making you as a player able to give feedback on your actions. The people you meet along the way also play an important part in your journey.

Storyline follows each of the game's characters: those waiting for their families to return, soldiers hunting deserters, and patients seeking treatment - you'll piece together tragic and gripping stories. this by reading notes and explaining clues scattered around the world. From a more realistic point of view, exploring every land is very important to gather resources that can be used to craft items and upgrade skills, as well as to gather

information faster and improve your perception. character. Almost every nook and cranny in the game has something for you to try to figure out, and I feel as excited as if I'm rewarded every time I scour, search, and find them all of a sudden.



I never thought I would be able to see the ruins of a bookstore or a certain restaurant due to the more severe impact of the COVID-19 pandemic, but the game developer did.

The creative and production values ??that Naughty Dog brings to your experience in this game are certainly second to none. The characters don't just look good - they look just like the real thing, eerily complete. The world and inhabitants of The Last of Us Part II are visually stunning like the artwork and unique animations that I bet you'll only see once in a lifetime, satires and conversation brought the world to life, besides, the background music and sound effects gave me chills. The low hum and water dripping on empty water bottles add to the tension as you approach the world's treacherous targets.



I can rave about Naughty Dog's attention to detail in his game, the world, and the battles. It primarily tests your heart rather than your reflexes, and I simply can't ram it off for a moment for you to understand. There are many things to say about this game, you should play it as soon as possible to optimize the game experience with full surprise. You don't need to know too many specifics about how to play, just paying attention to the environmental cues all serve a single purpose: They make you feel like you have to make many choices, feel the whole world. The impotence and violence at the heart of this world through its characters. I can humbly say this

is the best narrative game I've played.

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