

The Last of Us



Genre:	Action-Adventure / Survival-Horror
Release Year:	2013
Studio:	Naughty Dog
Analysis by:	Joachim Merchie & Jan Hobi

1. About the Game

Set in the post-apocalyptic United States, the game tells the story of survivors Joel and Ellie as they work together to survive their journey across the country to find a possible cure for the modern fungal plague that has nearly decimated the entire human race.

Trailer: <https://www.youtube.com/watch?v=W01L70lGBgE>

The Last of Us received a [Part II](#) sequel in 2020.

2. Sound

2.1 Introduction

2.2 Environment

2.3 Enemies

2.4 Communication

2.5 Personal Conclusion

3. Comparison

3.1 Conclusion

From:

<https://wiki.zhdk.ch/gamesoundopedia/> - **game sound dokumentation**

Permanent link:

https://wiki.zhdk.ch/gamesoundopedia/doku.php?id=the_last_of_us&rev=1654766350

Last update: **2022/06/09 11:19**

