

The Last of Us Part II

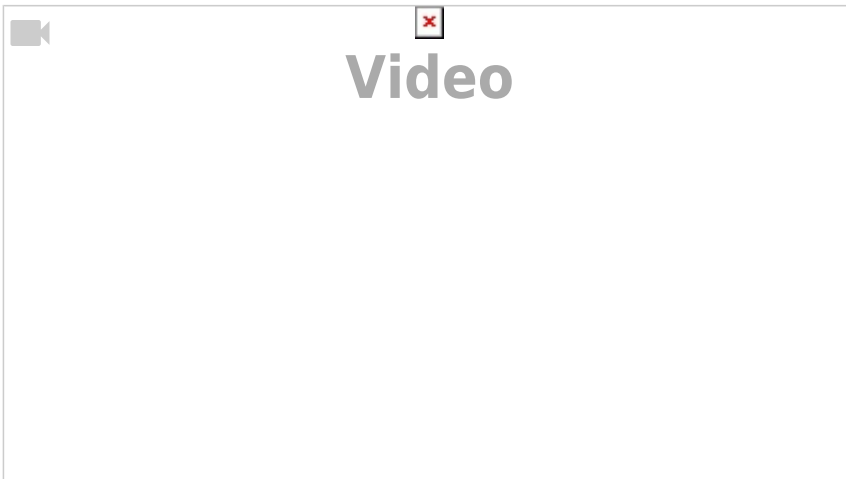


Genre:	Action-adventure
Release Year:	2020
Studio:	Naughty Dog
Analysis by	Jan Hobi & Joachim Merchie

1. About the Game

The Last of Us Part II is an action-adventure game developed by Naughty Dog and published by Sony Interactive Entertainment. It's set five years after [The Last of Us](#) (2013) and, as its predecessor, focuses on storytelling and immersion into the post-apocalyptic United States. The outbreak was nearly 25 years ago and was caused by a mutated strain of the [Cordyceps](#) fungus, that can infect humans. It grows in the brain and slowly starts to take control over the host, turning it into a zombie-esk creature, called the *infected*.

Trailer



2. Sound

2.1 Introduction

2.2 Environment

2.3 Enemies

Infected

Runner

The earlier stage of the ***Cordyceps brain infection*** (abbreviated as **CBI**) infection. The sounds they make are still human and the difference of male and female specimen is audible.

3. Comparison

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