

THE LAST OF US

The last of us is an action-adventure survival horror game developed by Naughty dog and published by Sony Computer entertainment. Players control Joel, a smuggler who is escorting a teenage girl, Ellie, across a post-apocalyptic United States.

In the game we can see images of people infected by the cordyceps fungus transforming to cannibalistic creatures. In the suburbs of Austin, Texas the



chaos predominates. The buildings are derelict and deserted. In the city there aren't contamination and there is more flora, the streets are flooded, and the vehicles look rusty. The last survivors are

panic and horrified, because all the civilization has been affected. The infected people transform into aggressive creatures. The streets convey hostility and aggressivity because there are many corpses and the infected people killing the survivors. The survivors are forced to defend themselves with the weapons that they found if they want to make their way through this post-apocalyptic world. These weapons are: a machine gun, rifle, machete, cross bow, gun and other things that they can use to defend themselves.

The situation that the civilization of Austin is living are fear and sadness. It must be extremely hard to see how your life situation changes so radically in a day. Also, the impotence and the anger that they must feel when they see how the cannibalistic creatures kill the people they love. Now a days we are also living a pandemic, but we don't feel identified in the pandemic of this videogame. The only thing that we have in common with the videogame characters is that we all have a sense of nostalgia as we miss our lives before the pandemic.

