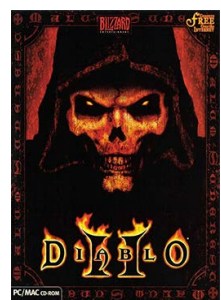


Since the release of Diablo 2 in the early 2000s, the game become one of the mos recognizable RPGs. Taking the fact that Diablo 2 was released when computers were not so developed the gameplay, setting, design, and music were really well organized. The game was made to be played as a single-player or multiplayer of course Blizzard (the company that created the game) focuses more on the multiplayer mod so people can play together. The game is about ¹"impoverished character, then run around a fantasy world fighting monsters" " " Pcgamer / Jon Smith September 23, 2021- accessed 03/11/2021" exploring a new part of maps and Act's which overall they are five. The main factor of the game is to go through the three difficulties Normal, Nightmare and Hell, but to do that the person needs to level his character and collect gear for it so he can become strong to handle the quests and the bosses of the game. They are seven characters in the game each of them has three skills allowing the player to afford flexible character development. The game has been going for around twenty years and on September 23/2021 Blizzard released Diablo 2- Resurrected which brought a huge impact over the game allowing it to be unbeatable for its genre.

Since its release in the 2000s the game had its own unique play style that no other game can copy and now Resurrected changed RPG games forever. ²"Diablo 2: Resurrected remakes the game entirely in a new 3D engine. It's got all new models, lighting, sound, music, and effects, but with the same grimdark aesthetic" " Gareth Chadwick 01/10/21- access 03/11/2021" giving the players a new experience. One of the good futuristic of the game is its simple menu where you can find sounds, controls really easily compare to other games. Thank you to the new technology the game gives us clear sounds coming from all sides of the map as well as every single monster which has its own sound effect. The lights, VFX, and the design are another good future for the game, using an ability we can now see realistic effect simulation such as fire or wind. Character, buildings, caves used 4K maps making the game looks like you control a real person rather than a game character. Another good thing about the game is its simple controls, with only a mouse we can move the character making it do all the necessary action to survive and with the use of a few buttons, we can navigate it using the map of the game to go on the right path to a quest or a boss. Thank you to the 'Blizzard' we can now experience different games with way better quality than others but coming back to Diablo 2 they are a few things I could change. The game could focus more on the story rather than the graphics, the menu should have more options so you can play from different computer's characteristics because not everyone can afford a good PC or laptop and last but not least the game inventory could be a bit bigger so players can collect more stuff and develope faster.

Game play

Twenty years difference in the grpahics



Diablo 2 2000s-poster



Diablo 2 -2021



Diablo2-2021



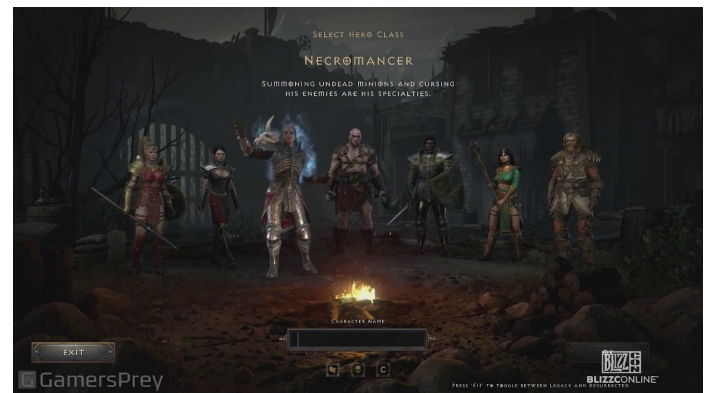
Diablo2 - 2000s

Diablo 2 menu

Diablo 2-2000s



Diablo 2 -2021



Game quality characters



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