

English Homework:

Subject: Describe a video game that you think has outstanding environmental storytelling.

The Division, and more specifically the Second, is a series of Ubisoft games released in 2019. They are TPS (Third Person Shooter), Action RPG (Role Playing Game) and Looter Shooter. The story mode is in cooperation with other players in online. This is a very realistic Open World (the first one is in New York and the second in Washington.). We have many weapons and capacities to succeed in our mission and collect new weapons.

In The Division, we play a member of the Division, an elite group of american agents. After the destruction of the society by a virus, the USA is in chaos. Your goal: help people and rebuilt the society.

In The Division 2, your are 7 months after the first, in what's left of Washington.

The lore of The Division has an important role in the game and tells a story:

The World: In the Washington of The Division, the city has been destroyed and abandoned. The decor shows the situation of the city and the United States. Nature has taken back its rights, we can see animals like foxes, cats, birds or hinds. Grass and trees grow on the street.

We can also see the situation during the fall of the society by the virus. For example, checkpoints with military equipment, messages like "closed area, turn around" and Virus Logo, vehicles accidents, looted shops, the crashed presidential plane or many bodies in the streets.

After the player has executed a mission in an area of the city, it will change government banners, NPCs relocate...

NPCs: The city is inhabited by rare survivors, bad or good. They rebuilt neighborhoods with the means of hand to survive. Factions' clashes show survivors 'tensions.

People talk to the player about their life, their difficulties...

Cell phones and notes: In all the map, players can find notes and cell phones. They show the player an event during the fall or after. It is in cinematic or just a vocal between NPCs. We can see for example clashes between the militaries staff and the insurgents, or a panicked man talking to his wife during the epidemic...

Factions: Each NPCs Faction has its own story. It is shown by their weapons, their localizations in the map, their ways of speaking. We have "True Sons" the paramilitaries, "Hyenas" a gang of looters who mainly use gas and drugs, "Outcasts" bitter survivors of a forced quarantine and "Black Tusks" a private military organization with a large strike force.