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2017 Video GameStarcraft: REMASTEDDEVELOPER (s) Blizzard EntertainmentPublisher (s) Blizzard EntertainmentersIsStarcraftA, platform (s) of Microsoft WindowsMacosReleaseAugust 14, 2017GENRE (s) Real-time strategymode (s) Single player, Multiplayer StarCraft: Remastered is a remastered edition of the Real 1998 -Time Starcraft strategy video game and its Brood War expansion, which was released on August 14th 2017. The original StarCraft gameplay is maintained, but offers an ultra-high definition graphics (Ultra HD), audio re-registered , and the modern blizzard suite functionality online. The remaster was developed over the one-year period and included playtesting from professional starcraft players. Starcraft: Remastered was the first project issued by the "Classic Games Division", a Blizzard team focused on upgrading and remastering some of their old titles, with an initially announced focus Starcraft, Diablo II and Warcraft III [1]. Before shipping, the original StarCraft and its expansion were both realized free to download and play. [2] The remaster has a rebuilt graphic and sound goods, while using the same engine as the original, which allows cross-play compatibility between the two versions. He received favorable reviews to release, with many critics praising his success to update the graphics, leaving the gameplay unchanged. [3] Gameplay See also: Starcraft Gameplay and StarCraft Gameplay: Brood War Starcraft.. Remastered maintains the gameplay of the original, but updates its graphics and sound [4] its remased graphics support up to very high definition 4K resolution, and the soundtrack and original sound effects are re-registered. [5] Its online features are updated to support modern blizzard suite, including a better multiplayer matchmaking, social integration with other Blizzard games, and save the settings on Blizzard cloud computers so that the campaign progress for the player , Replay, custom maps, and key combinations are synchronized wherever the player opens the game. [4] [5] Players can match their online accounts of the original game with modern Blizzard online accounts to continue their win / loss statistics in the remaster. [6] Furthermore, players can switch between the original and new graphics [6] and view new enlarged perspectives for players to appreciate new remaster level of details. It has been located in 13 languages. [5] Blizzard development Entertainment has developed the most than a year remaster. Original game artist has returned to assist with development. Professional starcraft players from South Korea, including Flash, Bisu, and Jaedong, gave the company's assessments during several playtests. [6] Bizzard president publicly announced the remaster at the end of March 2017 a Starcraft event in Seoul, South Korea. [5] It was also announced that later that week, Blizzard would make the original Gamesa Starcraft Anthology € To download for free and should include an update with some of the functionality of the remaster, including the possibility of turning on modern computers. [7] The remaster was released on MacOS and Windows on August 14, 2017. [8] The developer said that their "classic team games" plans to further support the community after the launch of the remaster, and will look for a Feedback on ideas such as vocal chat integration. [6] The players who purchased the early title of his release received alternative aesthetic options for playing activities both in remaster and Starcraft II. [9] Blizzard Robert Bridenbecker and Pete Stilwell explained liquid team that in almost every aspect that Fans Brood War worry, StarCraft: Remastered will be the same as Brood As it is the same customer that feeds every version [10] [11] Lemon Sky Studios has collaborated with Blizzard to provide most of the remaining art of art. [12] [13] An essay of "Gazza Ladra" of the Liquid Team Explained the difference between the original and remastered versions, stating that the StarCraft engine generated this "classic" gameplay for its uncomfortable uncomfortable compromises A 2D flat engine and the forced isometric perspective presents to the player. [14] In the Starcraft Patrick Wyatt game programmer is its own words: "Because the project was always two months after the launch [.] it was inconceivable that there was enough time for re-engineer the engineer to make it easier The pathfinding, so the Pathfinding code had to be done to work. To manage all complicated border cases, the path [Find] The code exploded in a gigantic state machines that codified all types of specialized hacks of "shooting Outside here ". Release the pre-release launch event of StarCraft: remastered at Gwangalli beach in Busan Starcraft: Remastered had a pre-release of the game in South Korea, where the game was available to play two weeks First in the bangs PCs of the country. [15] Blizzard also hosted a pre-release launch event in Busan's Gwangalli Beach which was attended by thousands of spectators and viewed online from over 500,000 spectators. [16] To this celebration, Starcraft: Remaster Pack was for sale. [17] And the event was played by Guillaume Patry, Hong Jin Ho, Lee Yoon Yool, Park Jung-Suk, and Lee Jae Dong and Kim Taek Yong , and Lee Young Ho. [18] Following the pre-release in South Korea, a Global Release event was held on 14 and 15 August 2017, at the Videos of VIDEO VIDEO STREAMING PLATFORM TWITCH in San Francisco. The event has retired Starcraft Professional Directory players from the outside of South Korea take part in a two-day exhibition tournament. Has been hosted by Popular Starcraft and Starcraft II Saan Personalities "Day [9]" Plott, Nick "cunning" Plott, Dan "Artisis" Stemkoski and Geoff "Incontrol" Robinson, the latter two of which also competed in the tournament of the exhibition. [19] Post-version following the release of the game, Blizzard announced the plans for continuous development, including a better game and support for the competitive game scene. On June 15, 2018 they announced the launch of the Korea Starcraft League (KSL), a competitive alloy to run alongside the AfreeCATV Starcraft (ASL) League managed by AfreeCATV with two planned seasons for that year. [20] The League started to invalidate the regular matches starting from 19 July 2018. In February 2019 it was confirmed that the League would continue to run beyond his stalk of two stations initially announced for 2018, with the first season of 2019 running in the first half of that year. [21] On 19 June 2018 Blizzard announced that a new ranking system would have been implemented as part of the patch 1.22. [22] This system has classified the players of the F A, or S. The update also highlighted general improvements for matchmaking, an updated map pool. [23] The first post-release monetization arrived on April 30, 2019 with the introduction of ads that can be purchased to the game that replaced predefined announcements with popular community figures. Blizzard initially worked with three famous Starcraft Korean wheels, Yong "Jeon" Jun, Kim Jung min, and Jae "um" Kyung to create a total of four announcers, one each one and one who presented all three. [24] Starcraft: Cartoon on 8 June 2019, as part of the Big Finals of the third season of the KSL, Blizzard announced a graphic review package for the game of Carbot Animations, producers of more animations of Related to Blizzard, including their first and one longer, the StarCrafts series. As a graphical revision, its effect applies to all the game modes and the StarCraft menus: remastered. [25] It was released on 10 July 2019 as StarCraft: cartoonized next to the announcer's clothing with the South-Korean YouTuber and the Hyjin children's television host "Hey Jini" Kang. [26] Reception ReceptionizeGregate. ReceptionizeGregate. ScoresPublicationScEgn9 / 10 [27] Softpedia9 / 10 [28] AUSGAMERS9 / 10 [29] 4Players80% [30] PC Games80% [31] The following updates taken for the original StarCraft and its expansion, Brood War, games and technological sockets have Praised Blizzard's commitment to his bigger games. [32] [33] [34] The announcement of the original game becomes free and a memory in development was also encountered with speculation of potential other memories from Blizzard. [35] Starcraft: remastered has received favorable reviews at the time of release, with the critics that praises its visual improvements and the commitment to the gameplay of the original. On Metacritic, it currently has an average score of 85 out of 100 based on 30 critics, indicating "generally favorable reviews". [3] The Tyler Wilde of PCGamer has led to the successful modernization of the game and stated that, despite the small complaints ", this is a project for the Starcraft fans that serves them if it spends \$ 15 or less, and does not do Compromises. " [36] In a positive review, TJ of Ign Hafer praised the fidelity of the game to the original and concluded, "Starcraft Remastered makes the game original and remember and looks good as memories." [27] Some auditors have had problems with the gameplay unchanged StarCraft: remastered and expressed concern that would not be friendly for new players. In a total positive review, Silvu Softpedia Stuns wondered if the decision to leave the original intocuper gameplay would have damaged the title appeal and stated: "[...] the new generation may not appreciate it." [28] Similar concerns were shared by the Viktor Eriksson of M3, which believed that the remaster was not useless, without changes to gameplay and even a few changes in general. [37] References ^ Makuch, Eddie (November 4, 2015). "Blizzard trying to revive these classic games" GAMESPOT. Recovered on July 19, 2019. ^ "Starcraft and Brood War are now completely free, take the first patch in 8 years". April 18, 2017. ^ A B C "Starcraft Remastered". Metacritic. Recovered on April 23, 2018. ^ A B Te, Zorina (March 26, 2017). "Starcraft: Remastered announced, releasing this summer". Yahoo Esports. 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