



Tencent's Last Sentinel Project Fails, 80 Jobs Lost

Description

A new report says that the game "Last Sentinel" has shut down. This was a big open-world crime game made by a studio called Lightspeed LA in California. The game was supposed to compete with "Grand Theft Auto." Recently, about 80 workers lost their jobs due to the shutdown.

Lightspeed LA was started in 2019 by Steve Martin. The studio aimed to create a cyberpunk game with a female lead in a futuristic Tokyo. They offered high salaries to attract experienced game developers. They wanted to hire the best talent.

"Last Sentinel" was shown at The Game Awards 2023, but updates about the game stopped. Last year, the studio shared videos about the game, but they did not show real gameplay. Workers said the studio could not meet high expectations. They faced issues with teamwork and leadership.

Earlier this year, a playtest got bad feedback. Tencent, the company behind the game, asked for improvements by July. Even with help from a new director, the game still did not meet quality standards. Tencent decided to stop the project but stated they might change how they develop the game in the future.

Vocabulary List:

1. **shutdown** //ˈʃʌt,daʊn// (noun): a stop to work or company operations
2. **compete** //kəm'pi:t// (verb): to try to win against other people or groups
3. **attract** //ə'trækt// (verb): to make people want to come or join
4. **expectations** //,ɛkspek'teɪfənz// (noun): ideas about what will happen or be achieved
5. **teamwork** //ti:mwɜ:k// (noun): people working well together to reach goals
6. **feedback** //fi:dbæk// (noun): comments or advice about how to improve

Comprehension Questions

Multiple Choice

1. What was the main genre of the game 'Last Sentinel'?

Option: Adventure

Option: Open-world crime



Option: Sports

Option: Puzzle

2. Who founded Lightspeed LA?

Option: Steve Jobs

Option: Steve Martin

Option: Mark Zuckerberg

Option: Elon Musk

3. In what year was Lightspeed LA established?

Option: 2017

Option: 2018

Option: 2019

Option: 2020

4. What city was the game's setting supposed to be in?

Option: New York

Option: Tokyo

Option: London

Option: Los Angeles

5. Which company was behind the development of 'Last Sentinel'?

Option: Activision

Option: Ubisoft

Option: Tencent

Option: Sony

6. What major event was 'Last Sentinel' shown at?

Option: E3 2022

Option: The Game Awards 2023

Option: Tokyo Game Show 2022

Option: PAX West

True-False

7. Lightspeed LA aimed to create a male lead game.

8. Approximately 80 workers were affected by the game's shutdown.



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9. 'Last Sentinel' received positive feedback during its playtest earlier this year.
10. The studio did not meet high expectations set for 'Last Sentinel'.
11. The shutdown of 'Last Sentinel' was announced before it was shown at The Game Awards 2023.
12. Lightspeed LA was created to compete with 'Grand Theft Auto'.

Gap-Fill

13. The game 'Last Sentinel' was made by a studio called Lightspeed LA in _____.
14. Lightspeed LA aimed to create a cyberpunk game with a female lead in a futuristic
_____.
15. Workers lost their jobs due to the _____ of 'Last Sentinel'.
16. Bad feedback was received during a _____ for 'Last Sentinel'.
17. Tencent decided to stop the project but might change how they _____ the game in
the future.
18. The studio offered high _____ to attract experienced game developers.

Answer

Multiple Choice: 1. Open-world crime 2. Steve Martin 3. 2019 4. Tokyo 5. Tencent 6. The Game Awards 2023

True-False: 7. False 8. True 9. False 10. True 11. False 12. True

Gap-Fill: 13. California 14. Tokyo 15. shutdown 16. playtest 17. develop 18. salaries

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