

## GTA 6: POSSIBLE REASONS FOR THE DELAYED ANNOUNCEMENT

*GTA 6* release is long overdue but unfortunately, there is a chance for further delay due to unpredicted predicaments and success.

When Rockstar Games informed fans via tweet on Sept 7th to stay tuned for updates, what was possibly expected were updates related to the release of *GTA 6*. However, fans have received updates on everything except that. It's been a long wait for fans (7 years to be exact) and the end is further down the pipeline. With endless rumours circulating the web on possible reasons for the delay of *GTA 6*, let's discuss why it hasn't been announced (yet) and reasons it may be delayed even further.

With the constant releases and updates to various games, like the recent backward compatibility of *Grand Theft Auto V*, and The Heist Challenge released on Nov 12th for *GTA Online* community, it seems Rockstar Games definitely have their hands full. On top of that, players are still raving about the mind blowing load time of *GTA V* on PS5, and the constant debacle of the new rewards available for the *GTA Online* community heist finale. We are talking about **GTAS 1,000,000**.

Rockstar is also currently on a hiring spree for Rockstar North, which is the primary developer for *Grand Theft Auto*. In the last few days, there have been numerous job postings for Gameplay, Engine, Graphic, Net Tools, and Animation programmers of all levels. They are also in search of positions for Game Design and Scripting, which sounds like major restructuring. With Dan Houser, who was one of the lead writers of *GTA* and Lazlow gone, the need for restructuring could also impact production. Let's also take into consideration, the number one delay of the whole world production of 2020 - The Pandemic.

Another thing to note is the release timeline between *GTA IV* and *GTA V*, which was about 5 years for PS3 and Xbox360, and 6 years for PS4 and Xbox One. This timeline happened with no departure of the main production involvement team, nor pandemic. With all these current issues facing Rockstar, the wait will be much longer. There is also a rumour of production budget playing a role in this delay, as with the higher expectation comes higher expense.

Rockstar also made huge profit with *GTA V* (around **\$6 billion** and counting), and with *GTA Online* currently bringing in the bags and traffic with fans, it could also contribute to the no rush reason for the *GTA 6* delay. Currently, it doesn't seem like a delay at this point, but more of a restructuring process to ensure the best is provided to the consumers. One that is even greater than the near perfection *GTA 5* and that's no easy task. While all these may contribute to the delay of *GTA 6*, it may also be paving the way for a fantastic streamlined experience for when it is finally released.