



ALPEN-ADRIA  
UNIVERSITÄT  
KLAGENFURT



623.907 – Computergames 2009

## Projekt B: **Kontiki**

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## Development Team

- Ursula Dittrich
- Gernot Mihelcic
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## Genre

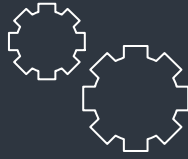
Our game will be a fascinating combination of aspects of a side scroller as well as the usage of rhythm based elements in order to move in the world. You will find yourself in the role of the leader of an group of savages, commanding and controlling them via your medicine stick. The project will be a single player game but maybe with the opportunity of high scores and different users .

## Game objects

The game will consist of different levels (in the first state of one), at the end of each level an ancient evil awaits your challenge. Will you achieve to bring your lost tribe home again or will all attempts be in vain? The game objects will be the background (consisting of multiple layers of pictures) and the savage and boss objects.

## Sound

The ambient and background music will be a collection of our team members favorite computer game sounds as well as some special tracks we love.



## Technologies

Except the sound we want to make everything from the scratch - means we draw and illustrate the vector graphics for the game (Photoshop, .net Paint) and the backgrounds. The programming framework will be Microsoft XNA in combination with C#.



## Game mechanics

You move your bunch of savages by swinging your medicine rod in the right rhythm (basically a modification of guitar hero). The rhythm and combination of the moves you will have to click (via keyboard or controller) will be shown in the upper corner of the game.



## Control

The project will be a single player game but maybe with the opportunity of high scores and different users ..