

# Itzamna's Heritage

Game Programming Lab 2010

Final Presentation

June 1<sup>st</sup> 2010



Thomas Britschgi



Silvan Tschopp

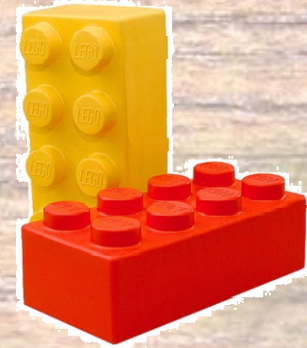


Marcel Weber



# Initial Vision

- Simple yet extendible game idea



- Fun as most important factor!



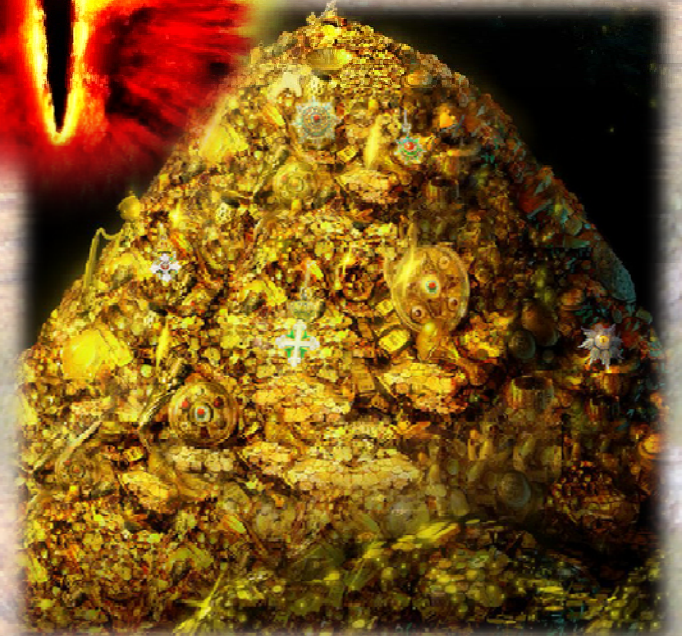
- Players should call for revenge





# Game Theme

- Forgotten treasure deep in the jungle
- Guarded by  
Itzamna – the Mayan deity





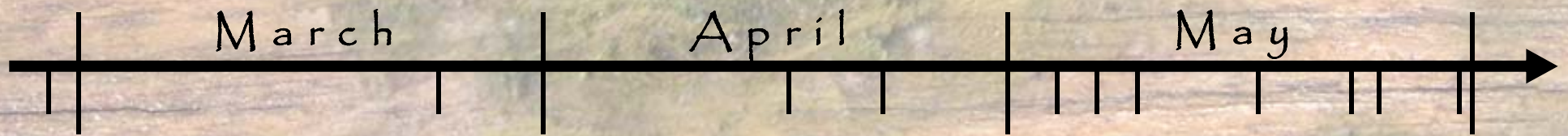
# Goal of the Game

- Claim the lost Mayan treasure
- Outplay your competitors
- Avoid the guard's wrathful glare



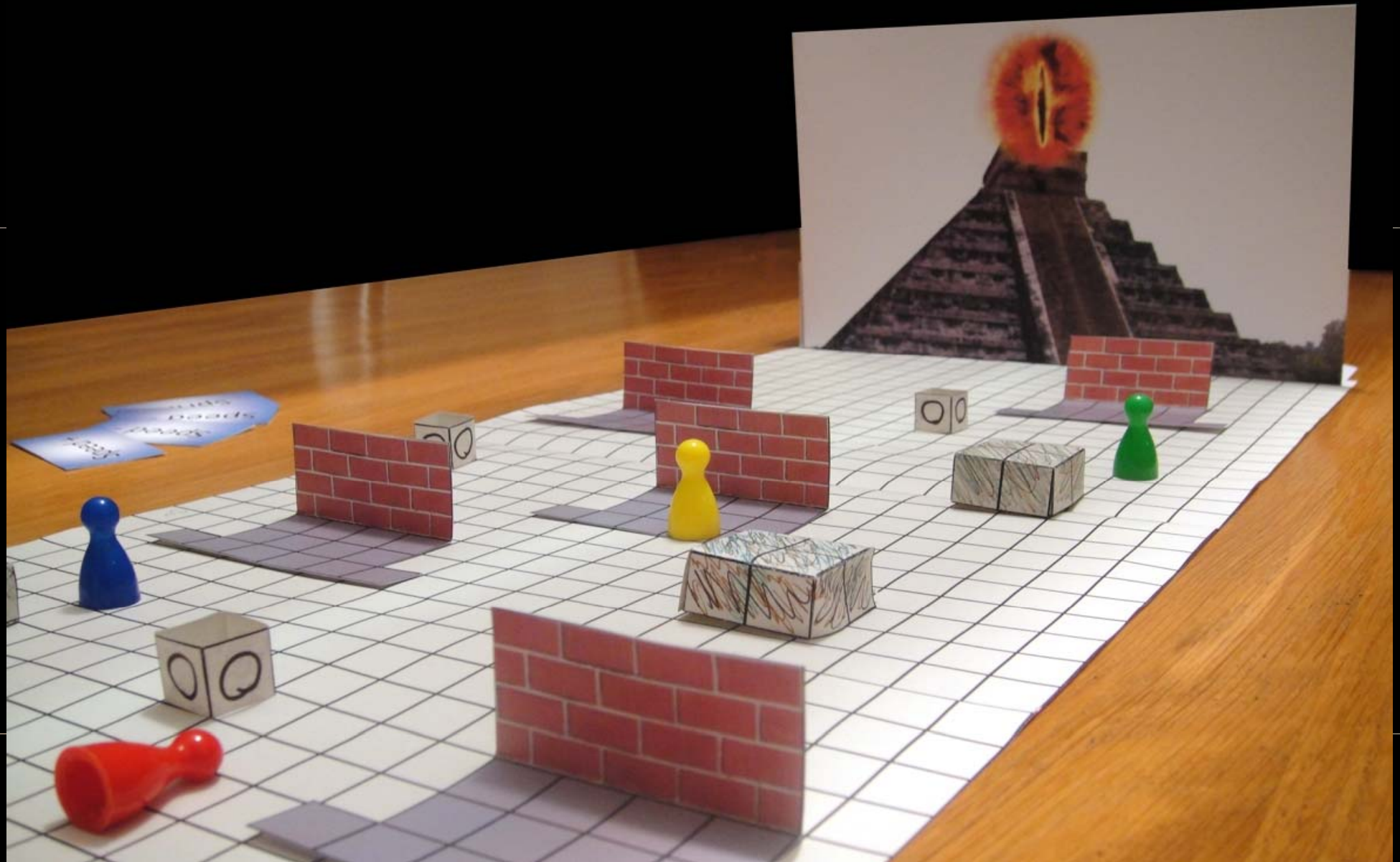


# Progress





# March 23<sup>rd</sup> - Prototype

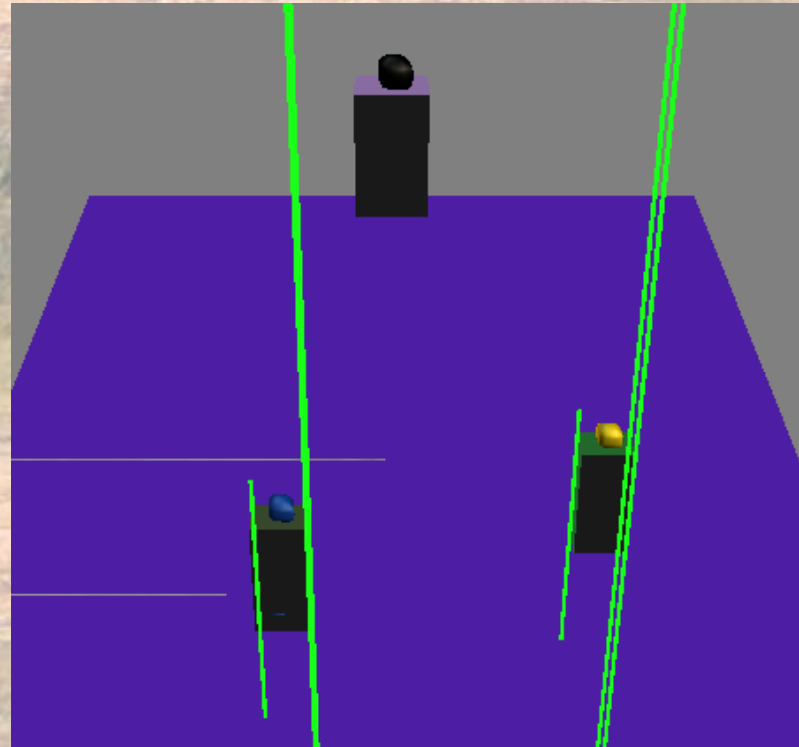


# April 15<sup>th</sup> - First Steps





# Challenges - Physics





# Challenges – Nature





# April 20<sup>th</sup> ~ Interim Report



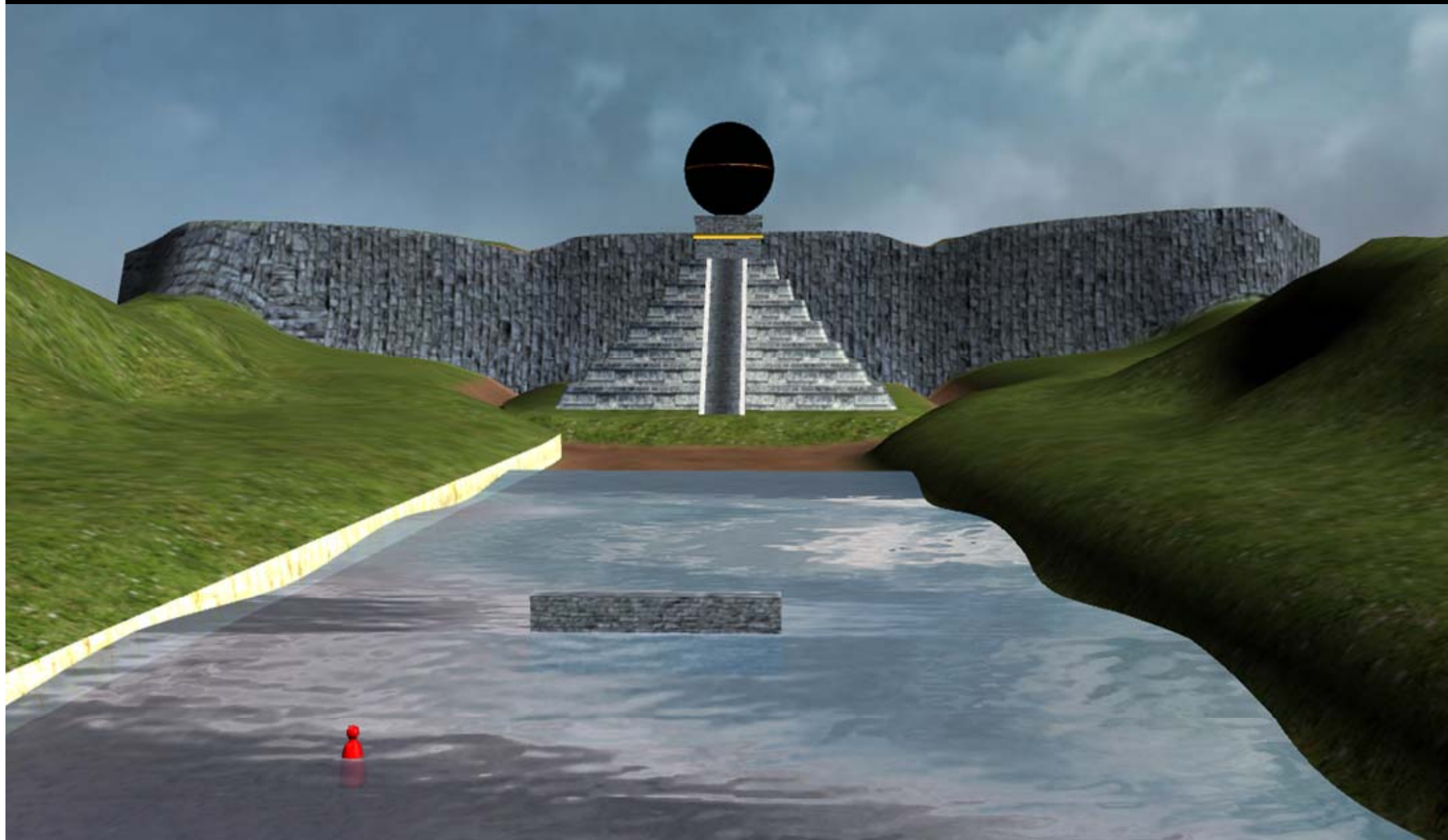


# May 4<sup>th</sup> - Textured Terrain





# May 7<sup>th</sup> - Basic Water



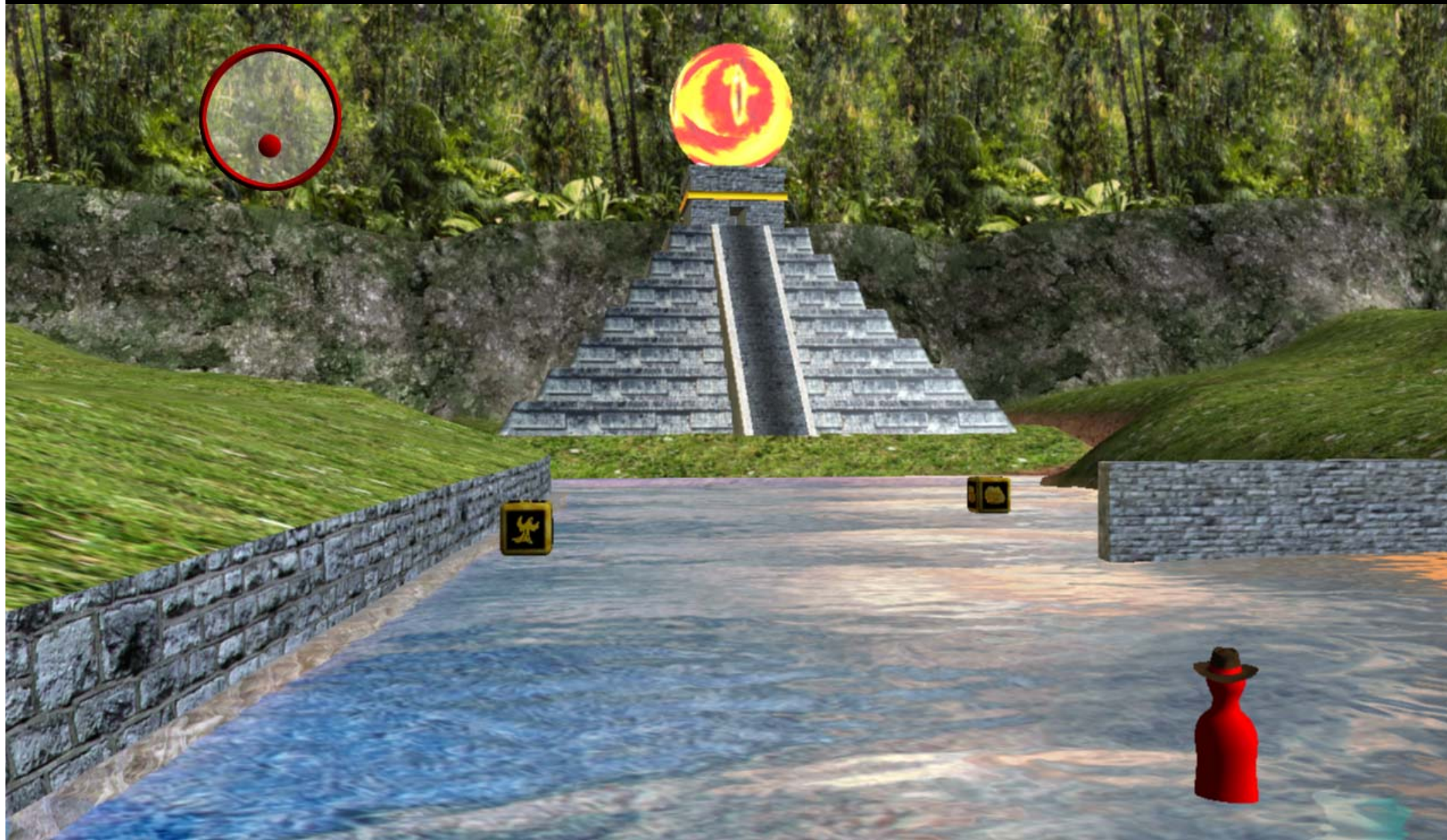


# May 11<sup>th</sup> - Alpha Release





# May 18<sup>th</sup> - Power-Ups



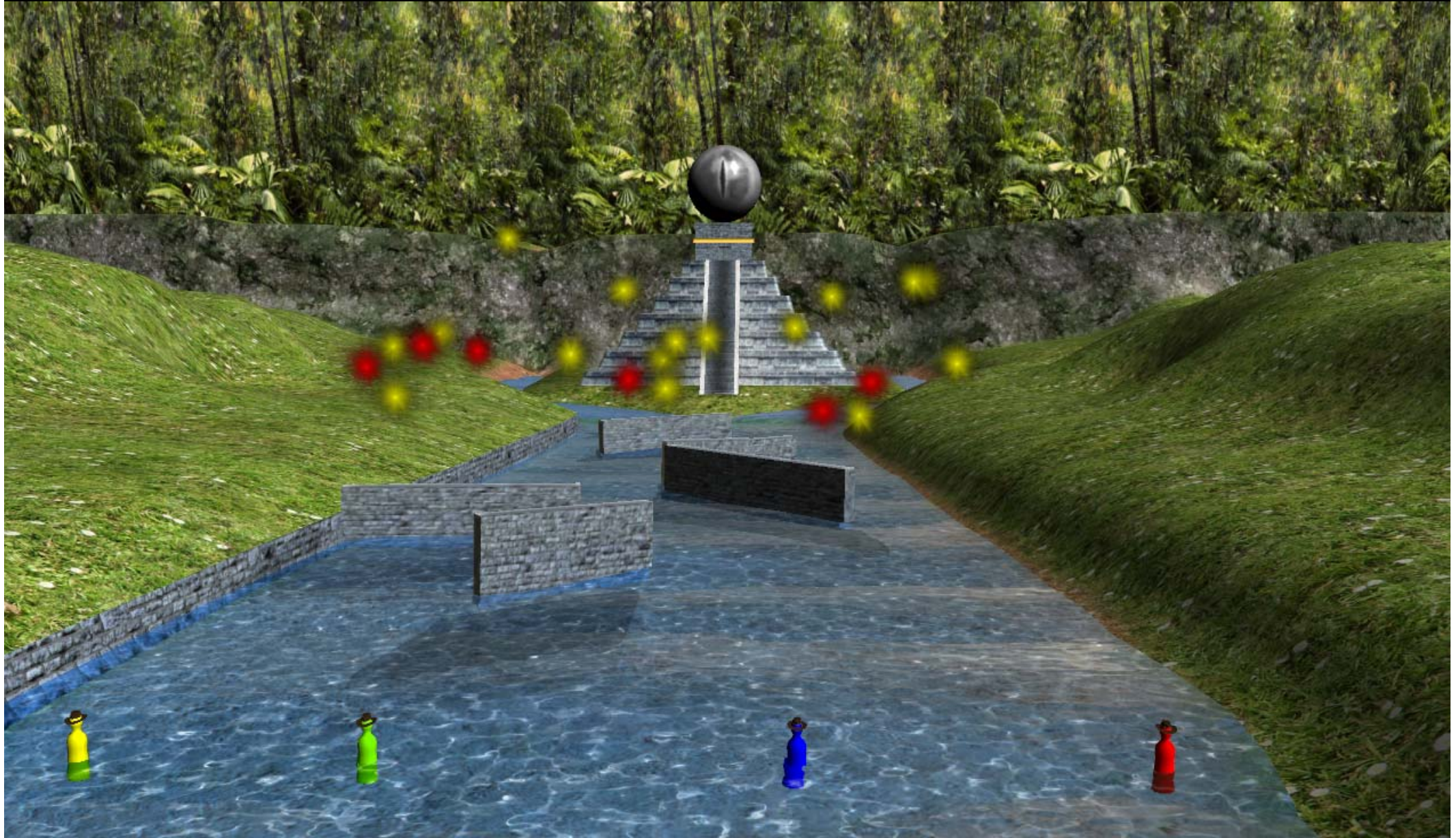


# May 23<sup>rd</sup> - Evil Shader





# May 24<sup>th</sup> ~ Power-Up Visualization





# May 31<sup>st</sup> ~ Waterfalls





# May 31<sup>st</sup> ~ Waterfalls





# LIVE DEMO

*Maya Jones in Acción!*

