

Overview

Description, Controls,
Purpose and Audience

Description

Pompeii is in danger.

Down below, within the crust of the earth, molten rock spews, and rivers of fire begin to flood.

Slowly but surely, the fires are climbing their way up the mountain you call Mount Vesuvius.

The Mountain can only contain the inferno for one more day. When the sundial hits noon, the flame will annex Pompeii, casting the land in fire.

Salus, the Roman goddess of welfare and safety, calls Vincentius to embark on a journey to the top of the mountain, in a desperate attempt to save Pompeii. The clock is ticking, as Vincentius only has 12 hours before the Pompeii is coated in ashes.

He cannot do it alone.

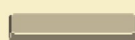
Join Vincentius on his journey up the mountain, and as he is thrown into the drama of Roman gods and goddesses. Who knows, maybe the eruption is what's best for Rome.

Controls



WASD to Move

If you are on a wall, use "S" to fall down faster



Spacebar to Jump

If you are on a wall, use the Spacebar to Wall Jump



E to Interact

Used for: Speaking, Reading Signs, Entering Doors



P to Pause



Left Click for Apollo's Ability

Drag in the opposite direction you wish to launch – like you are shooting a bow

Left Click on Buttons in the UI



Right Click to Control Dialogue

Used to: Skip Dialogue, Move to Next Dialogue, Select Responses

Purpose

Vincentius tells a mythological story of one worst natural disasters of the old world. Although this story is completely made up for the purpose of the game, it uses certain aspects of Roman Mythology, Roman Culture, and Roman History to build the story. In this respect, the game is an exploration of Rome, propelled by self-contained mythology.

Because of this, Vincentius can be used to teach players about Rome in general and would act as an outstanding addition to any History Museum. There were a few learning objectives we wanted to hit in the game:

- The conditions that Roman Soldiers faced
 - This is seen in the opening scenes of the game – Vincent's room is barren, and the barracks are in shambles.
- The interaction between gods and men in Roman Mythology
 - This is the basis of the story – Salus, Mars, Feronia, Apollo, and Vulcan play significant roles in the story, and Vincent is in the middleman.
 - Vincent is similar to Hercules, except with Salus as the Quest Giver instead of Apollo. The story draws connections to Hercules's Twelve Labors, as gods act somewhat similar in both stories.
- The interaction between gods in Roman Mythology
 - Gods in Roman Mythology had relationships and views on one another, which is shown in the game. Feronia believes that Vulcan can be saved, whereas Mars feels otherwise. Gods are less omnipotent figures in Roman Mythology, which are exemplified by their interactions. The game needed to hit this point, which we did through the story.

Aside from teaching, the game needs to draw the attention of players. Therefore, we chose to base the story off the eruption of Mount Vesuvius. This story has a much more enticing, and easily explained hook, especially in comparison to real Roman Mythology.

Audience

This game, being an arcade game for a museum, is targeted specifically at those that want to learn Roman Mythology or some derivation of it. The game is aged for children 13 years and older, namely due to uncensored Roman statues. That being said, the majority of the children going to museums are at or above the age requirement, whether it be because of the age requirements of the museum, or the nature of History Exhibits.

The audience of the game is not limited to the individuals noted above, however. This game, at its core, is an easy-to-play narrative-driven platformer, which appeals to gamers of all skill levels. This game was intentionally made easier in order to provide a more enjoyable experience for players.