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Game Systems

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Oregon Trail Remake

For this week’s remake, I tried to change the overall storyline of the Oregon Trail by using Chipmunk Basic. Instead of travelling by Oregon Trail, my remake version has a background of Zombie Apocalypse. Luckily, the vaccine is already made and mostly distributed. The team – which is the family in the original game – has a mission to bring this vaccine to the last zombie-occupied place, California Pasadena. Instead of meeting animals, I replaced them as zombies. The wagon became pick-up truck, and oxen became engine. In the future, I want to add more events that can happen during zombie apocalypse.