*CS4395 Senior Project*

## The Winds of Borikèn

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Fantasy is one of the most popular entertainment genres, yet most Western fantasy is inspired by Tolkien or European mythology, leaving the rich cultural heritage of the Latin people underrepresented, particularly in video games. Games like *God of War*, *The Elder Scrolls V: Skyrim*, and *The Witcher*, all take inspiration from European mythology, resulting in few people of color, much less Latin people of color, featured in their stories. To address this, I made a game called *The Winds of Borikèn*, a side scrolling 2D beat ‘em up set in a world inspired by Taíno mythology, the indigenous people of the Caribbean. with this website providing the background on the history and mythology of the Taíno people that inspired the game’s world.

The game was developed in partnership with David Monsegur, a Puerto Rican artist attending UTSA who hand drew the majority of the visual assets and animations. The game was developed using the Unity game engine, and all code was written in C#. The game follows a young Borikeño girl named Anahey who must travel to the fabled Island of the Four Winds in order to fulfill the ritual necessary to become Kasike (Chief).

*The Winds of Borikèn* is currently only playable through the chrome browser with a keyboard. The game is made up of four levels that players progress through by battling waves of enemies through a combination of ground, air, and grab attacks. A second player can join at any time on the same keyboard for cooperative play. There are also occasional boss enemies that have stronger attacks and larger health bars. The game also features dialogue throughout with non-playable characters that the player can interact with to learn more about the world and Anahey’s quest.

A screenshot of a video game

Description automatically generatedGraphical user interface, application

Description automatically generated

Example Cooperative Play

Dialogue with Boss Character