



Quentin Bloomfield

Dinosaur AI
General Scripting



Keegan Donnelly

Player/Character Controller
Character Testing
Scrum Master



Jacob Grealey

Environment
Procedural Content



Zach Knickerbocker

User Interface
Crafting & Item Backend



Nate Niederkorn

Dinosaur AI
General Scripting





Sean Peck

Character Interaction
Weapon Animation
Sounds

How It Works

You're the victim of a tragic plane crash.
You must manage your health, hunger, etc.
Fend off the dinosaurs inhabiting the island.
Collect the necessary resources to escape.



Controller Bindings



Interface Controller Support

An Xbox Controller can now be used to control actions in the inventory and crafting menu.



Interface Controller Support

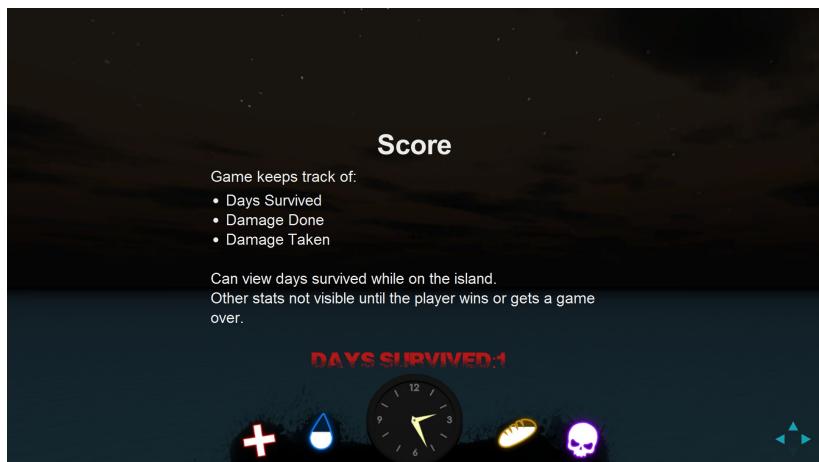
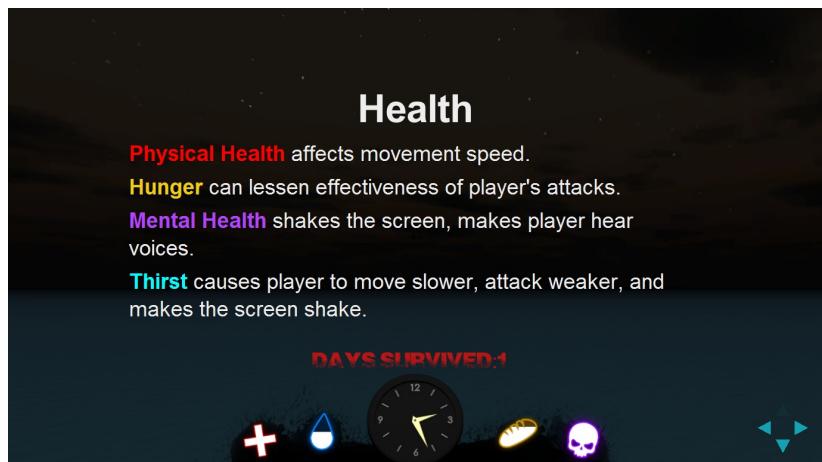
The crafting menu can also be controlled with a 360 controller.
The button hints are only visible when a controller is active.

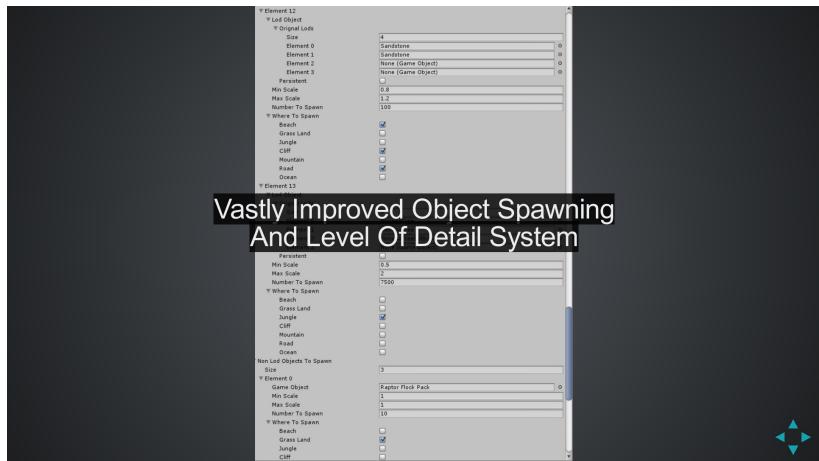


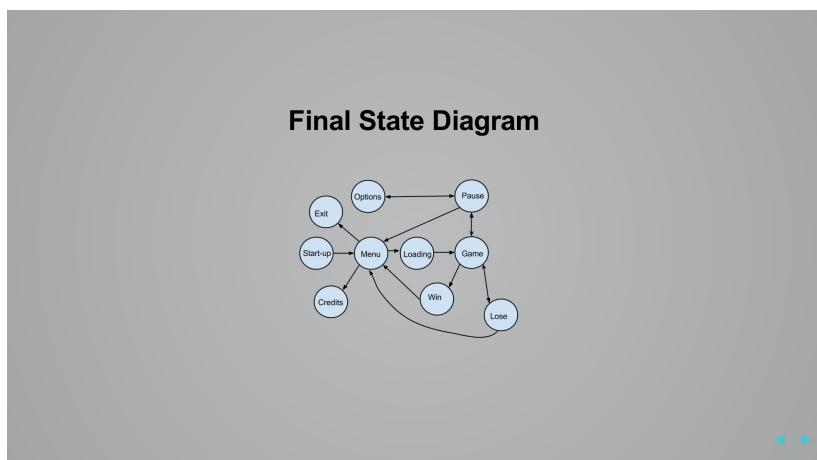
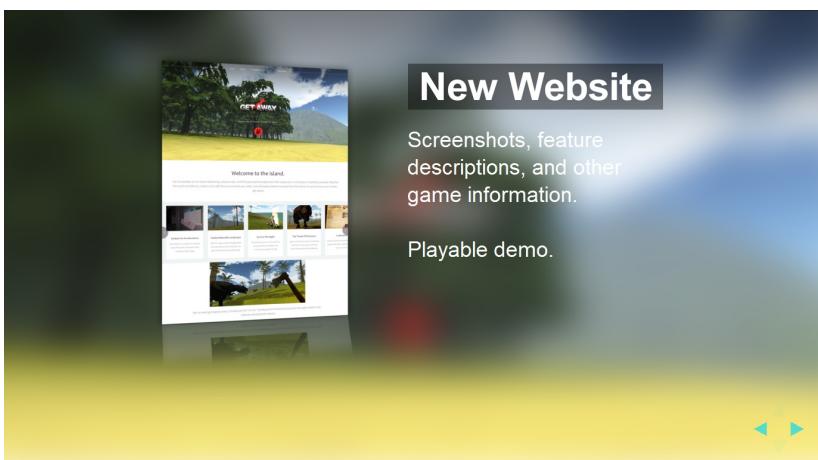
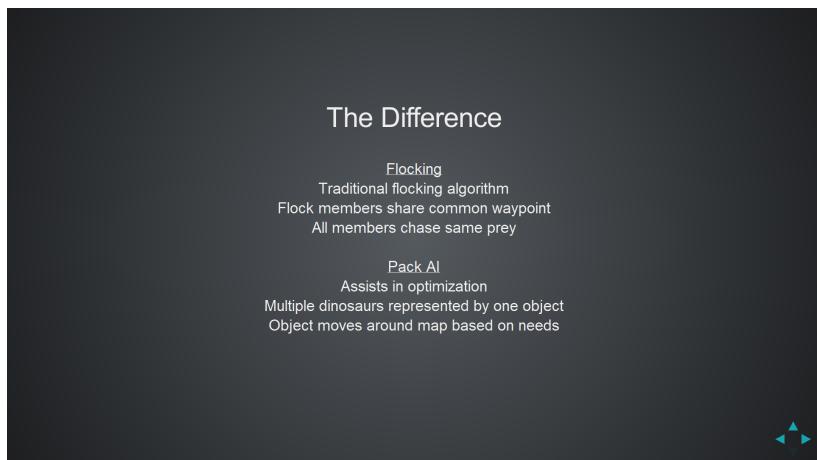
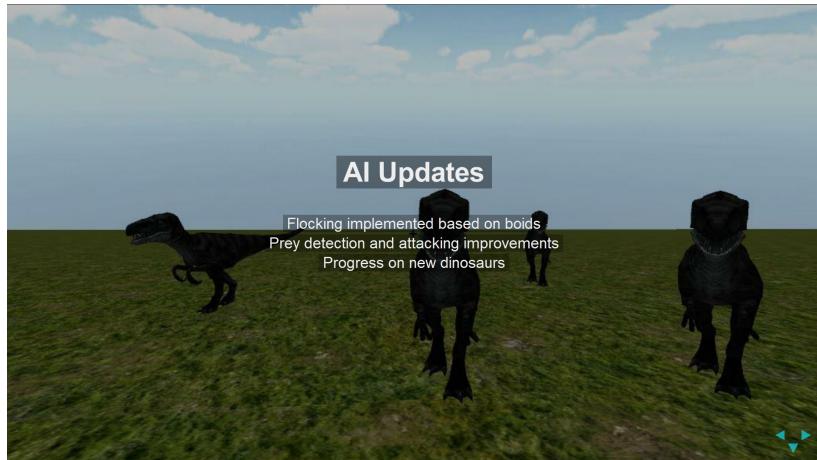
New Weapon: Torch

Lights up the area around the player.
Short-ranged Weapon.









Final Plans

- Weapon Balance
- Dinosaur Balance
- Replenishing Thirst
- More Dinosaur Varieties
- More Environmental Sounds
- Opening Cinematic