Innovation Project:

GAIANAUT

Ngoc Ton [nt047]
Computer Science and Media
3. Semester

General Information

- Innovation project: "Gamification of local factors"
    - retrieves and computes data from:
        - System Clock   [time]
        - OpenStreetMap [geolocation]
        - Brightsky   [weather]

- Android mobile game
    - Engine: Godot 4.2
    - Platform: android, singleplayer
    - Genre: exploration, dungeon crawling, FPS
    - Setting: post-apocalyptic, sci-fi

- Team Size: barely sufficient

GODOT
Game engine

HOCHSCHULE
DER MEDIEN

Let's see each other at the media night!