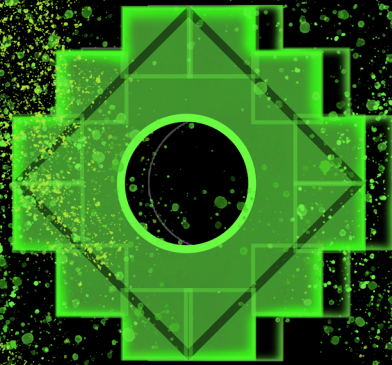


PAQARITAMPU VR



PRESSKIT

Factsheet

Developer:

Christoph Painsipp, Robin Unger,
Anne Wahlmüller, Fabian Filipp
Salzburg, Austria

Start date:

March, 2020

Business contact:

c.painsipp@hotmail.com

Website:

<https://portfolio.multimediatechnology.at/projects/2019-paqaritampu-vr-mmp3-wip>

Social:

<https://www.instagram.com/paqaritampuvr/?hl=de>

Address:

Urstein Süd 1
5412 Puch bei Hallein

Demo release:

Summer 2020

Phone:

N/A

Description

The Paqaritampu VR Team is a small group consisting of four main members, of the University of Applied Sciences in Austria.

History

We got together for our bachelor project. All of us are big horror and VR fans so everyone was excited to create a horror escape game for VR. We knew that we were a very small team so everyone had to work a lot and very hard to get Paqaritampu VR to life. We only had one person for programming, so he had to solve all of the problems on his own. For modeling and sculpting we had two students to create the assets and models. For audio we also had just one person who did not only produce sounds, he is also our team leader as well as game and level designer.

We were lucky that we had help from two other students, Elke Trummer and Mustafa Özkan, who rigged and animated our Hellhound.

We also got help from a student of the University of Applied Sciences, Fabian Roskopf, who guided us through Substance Painter and also helped to get better resolution for the textures.

PROJECT: PAQARITAMPU VR

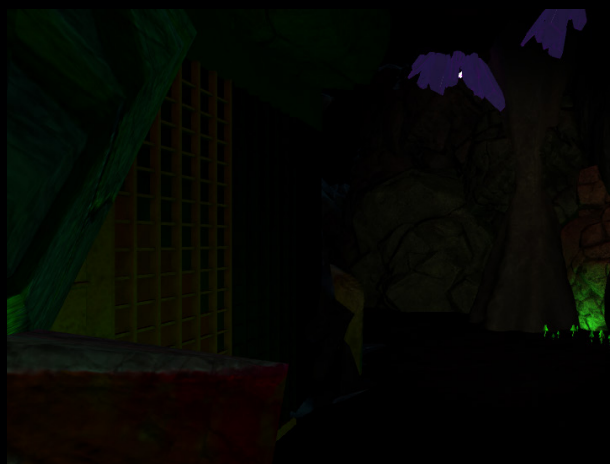
Description

Paqaritampu VR is a horror, puzzle game that is currently developed by students of the University of Applied Sciences Salzburg. The game is developed for the Oculus Quest where you can play on a field of 7x7 meters and walk by yourself.

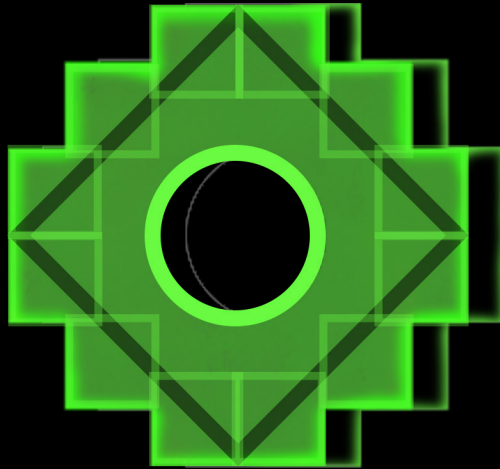
Gamestory Summary

„Paqaritampu VR“ is a storybased adventure/strategy/horror game. The unknowingly chosen descendant of sungod Inti is looking for clues of her past in a jungle together with her friends. Due to a sudden storm, they end up in a hidden cave. The friends decide to explore it, since there is nothing else to do because of the horrible weather. In there, strange things start happening and soon the protagonist (Koya Evans) is not only looking for her friendsbut also a way out...

Images



Logo



Team

Christoph Painsipp

Game desin, Level design,
Sound design,
Audio implementation

Robin Unger

Programming

Anne Wahlmüller

Concept art, 2D art, Modeling,
Texturing

Fabian Filipp

Sculpting, Texturing

Elke Trummer

Riggign (Hellhound)

Mustafa Özkan

Animation (Hellhound)

Contact

Inquiries

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Facebook

<https://www.facebook.com/Paqaritampu-VR-111401760564064>