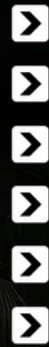




DINOSAUR ISLAND



SCREENSHOTS

PLOT / GAMEPLAY

CHARACTERS / ENEMIES


WEAPONS

TECHNICAL / PERFORMANCE

IMPROVEMENTS OVER THE PS4 VERSION



for

 Meta Quest

1, 2 & 3



DINOSAUR ISLAND



SCREENSHOTS 1

DINOSAUR ISLAND



SCREENSHOTS 2

DINOSAUR ISLAND



SCREENSHOTS 3

DINOSAUR ISLAND



DINOSAUR ISLAND

DYSAN CORPORATION has hired you with one objective: to rescue a scientific team trapped in an experimental base located on Dinosaur Island. But your helicopter is hit by lightning and falls on the opposite side of the island.

The gameplay is based on "Time Crisis" by Namco or "Jurassic Park" by SEGA classic lightgun arcade shooters. The "On rails" movement ensures that the player does not get lost in a 360 degree environment so he or she can even play sitting down.

Dinosaur Island is a first person "on rails" shooter with simple game mechanics. The objective of the game is to complete up to **10 CAMPAIGN MISSIONS**. Each mission has it's own cut-scene. You get a new weapon every 2 completed missions.

In addition, you will be able to test all the weapons in the game at any time in **6 TRAINING MISSIONS**. Completing these missions will also have different rewards: getting special Tactical Gloves (shooting ranges) or increasing the firepower of the weapons.



DEFAULT



LEATHER



MILITARY



SKELETON



Upgrade SPAC



Upgrade MSBX



Upgrade M5A

PLOT / GAMEPLAY

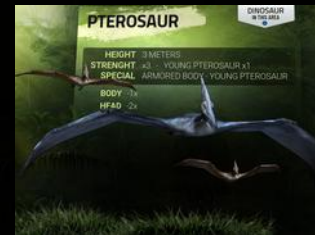


DINOSAUR ISLAND

You play the role of an adventurer hired to rescue a missing team of scientist. As you progress through the Campaign your skills are rewarded with different badges.



CAMPAIGN ENEMIES



TRAINING ENEMIES



CHARACTERS / ENEMIES

DINOSAUR ISLAND

You have 5 different weapons available. For each weapon you can choose between pistol, double pistol or rifle. These weapons can be divided into 3 types: reloading shot (**SPAC**), automatic shot (**MSBX**) or burst shot (**M5A2**).



A smart and very visual set-up offers a comprehensive solution both for choosing your preferred type (left and right handed) and for managing the connected controllers.

WEAPONS

DINOSAUR ISLAND

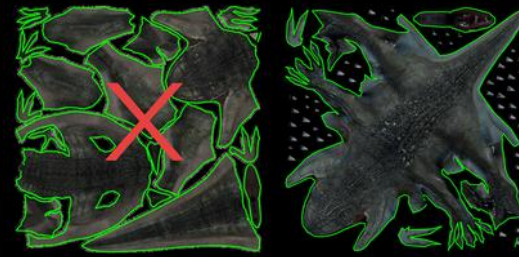
REAL-TIME SHADOWS, PROJECTORS and CULLED LIGHTING

The game features real-time shadows using of a smart character tracking technique. In addition, projectors are used to simulate other types of shadows such as vegetation or roofs.

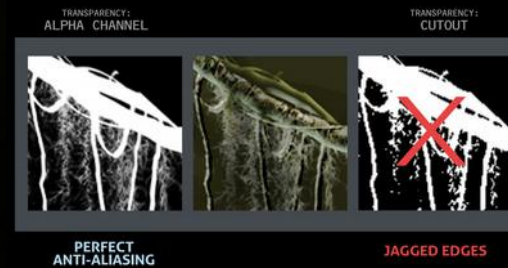
Each scene has 15 to 25 lights (directional and omni) culled by elements.



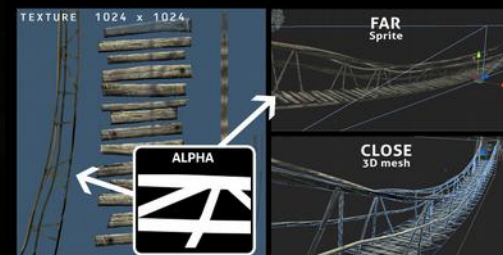
AVOIDING JAGGY PIXELS



UV maps with as few seams as possible.



Vegetation with alpha transparency instead of cut-out



LOD: the furthest 3D models are replaced by sprites with alpha transparency.

TECHNICAL / PERFORMANCE

DINOSAUR ISLAND



➔ REAL-TIME SHADOWS

Thanks to a smart -per character- system.

➔ ADVANCED MATERIALS

Clever mix of simple and complex materials and the extensive use of culled lighting.

↑ 6 NEW MISSIONS

6 training missions for the player to practice with the weapons before or during the campaign.

↑ 6 NEW ENEMIES

6 new enemies: Dimetrodon, Meganeura, Titanoboa, dinosaur eggs, electric fences and shooting ranges.

↑ 3 NEW WEAPONS

3 new pistols with single and dual controls.

↑ REAL BULLETS

Instead of just using the laser to aim, here you will see the live ammunition and use the laser only if you want to.

↑ NEW DETAILS

4 different tactical gloves, wristwatch, badges, training with objectives and rewards...

IMPROVEMENTS OVER THE PS4 VERSION