
COLOSSEVM

by Jake Keating

Colosseum: An Educational Shooter

Transported to the greatest arena in Ancient Rome, *Colosseum* challenges you to fight your way to freedom on the gladiatorial stage while discovering historical facts and information related to Roman culture. Click and interact with characters, objects and props to learn more about them while you attempt to survive the slaughter of the brutal gladiatorial games.

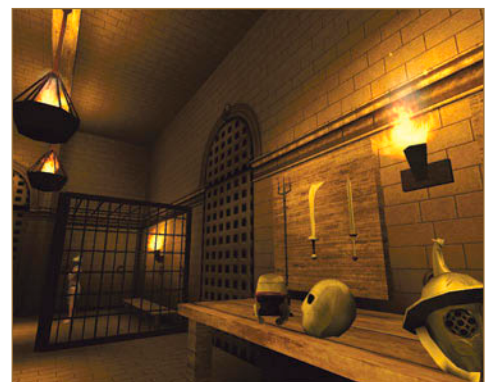
Educational Gameplay

Although the primary focus of the game is story-driven battle and action, players are also able to interact with objects, props and characters to actively learn more about historical information, architecture and foreign languages.

Technology

The project is a single player level built for the game engine of *Star Wars Jedi Knight II: Jedi Outcast* developed by Raven Software and published by LucasArts. Assets were built with tools that include 3DS Max, gtkRadiant, BehavEd, Photoshop and Deep Paint 3D. Custom architecture, props, characters, sound effects, interface elements and scripts result in a playable game level that lasts approximately 30 minutes.

For more details on *Colosseum*, and to view the online portfolio of Jake Keating, visit www.jakekeating.com.



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