

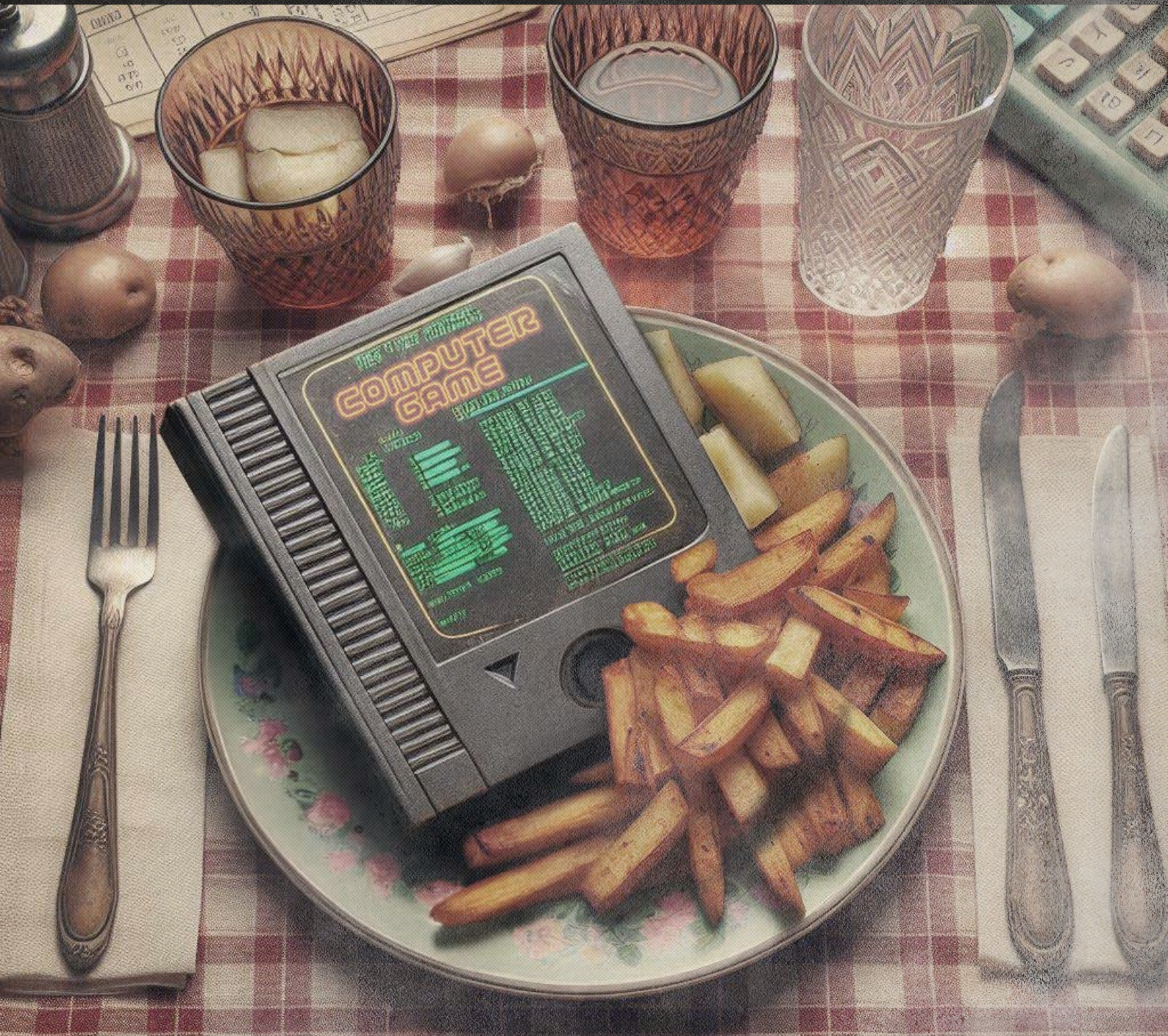
modern slovak cookbook

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ISSUE THEME: HOW TO COOK A TASTY COMPUTER GAME?

Dear ladies, do you too want to cook up the best computer game? The head chef from the culinary restaurant **INTROVERT LEGION** will reveal the right ingredients to make your game the tastiest.

HOW TO COOK A TASTY COMPUTER GAME?

In stores today, you'll find a full array of computer games—some tastier than others. A good chef cooks a great game using quality ingredients. With subpar ingredients, it's a tough slog. We assume that our magazine readers are good chefs. Thus, we will focus on quality ingredients and preparation methods, using the computer game **ROCKTOPIA: INVADERS FROM THE PAST FUTURE** - a specialty from the **INTROVERT LEGION** restaurant.



Text Author: Marko Sabovič - Head Chef at INTROVERT LEGION Restaurant

GETTING STARTED

Cooking a good, tasty game takes significantly longer than whipping up ordinary Pomme de Terre with veal jus and blanched Crudités as an Amuse-bouche. We can divide the game cooking process into three basic phases:

Preliminary Preparation
Gathering Ingredients
Cooking

1. PRELIMINARY PREPARATION

...is a crucial phase, by the end of which you should have answered the basic questions:

What are we cooking?
What similar recipes are we familiar with?
What unique ingredients will we use?
How will the dish taste?
Who are we cooking for?

2. GATHERING INGREDIENTS

We look into the pantry and bring all the ingredients onto the table. Gradually, we find out which ingredients best complement each other. We create combinations and consider if they can be used differently than usual. We aren't afraid of unusual combinations, but we are also not afraid to step back—better now than during cooking. Don't limit yourself to what's on the table. If necessary, shop for more ingredients at Jednota or Tuzex. It's best if you can grow the ingredients yourself. If not, we recommend buying fresh, local ingredients. Once you know how you want to combine and prepare the ingredients, write down a detailed recipe. By the end of this phase, you should have a clear idea of how your game will taste and how long and costly its preparation will be.

3. COOKING

Before you begin cooking, make sure that in addition to all the ingredients, you have enough quality pots, pans, ladles, chefs, assistants, and dishwashers. It's important to regularly check the fridge and freezer to promptly identify any ingredients past their prime. Also, consider spices that can significantly enhance and support certain flavors—just don't overdo it. It's often forgotten to check the gas cylinder—it has happened more than once that the gas ran out during cooking.



1. PRELIMINARY PREPARATION

What are we cooking?

ROCKTOPIA: INVADERS FROM THE PAST FUTURE is an adventure platformer serving up the story of Dino the dinosaur in a fictional stone age, intertwined with a cosmo-futuristic world. Dinosaur and his robotic assistant, Drone, along with the original inhabitants—Prehistorics—face challenges from both earthly and extraterrestrial adversaries. The game world is a rich menu from ancient jungles to futuristic features, with tasks like puzzles, obstacles, and duels. The goal is to protect the home from an impending invasion of aliens from the planet Czechoslovakia—Futumen. The game combines an engaging story with dynamic action, character evolution, collecting, and puzzles. With its delicious audiovisual style and storyline, ROCKTOPIA will appeal to a wide palette of players.

What similar recipes do we know?

From the world of computer games, these include:

- Angry Alligator- BACKUP PLAN (2021)
- Spyro Reignited Trilogy - Toys for Bob (2018 (PS4, Xbox One), 2019 (Switch, Windows))
- Crash Bandicoot 4: It's About Time - Toys for Bob, Beenox, Iron Galaxy, Hardsuit Labs, Inc., Activision Shanghai (2020)
- Goat Simulator 3 - Coffee Stain Studios (2022)
- Ratchet and Clank: Rift Apart - Sony Interactive Entertainment (2021)

From the world of movies:

- The Land Before Time - Universal Pictures (1988)
- Ice Age: Dawn of the Dinosaurs - Blue Sky Studios (2009)
- How to Train Your Dragon - DreamWorks Animation (2010)
- Jurassic Park - Universal Pictures (1993)
- 2001: A Space Odyssey (1968)
- Atlantis: The Lost Empire - Walt Disney Pictures (2001)

These games and movies offer us a plethora of themes and ingredients that inspire us, including the grandeur and regal appearance of large creatures, uncovering mysteries, traversing gorgeous landscapes, and thrilling action. From this wellspring of inspiration, we aim to prepare a unique and enticing dish in the form of a game that will satiate the taste buds of a broad spectrum of game gourmets.

What unique ingredients will we use?

Rocktopia introduces special flavors to the gaming world that set it apart from others on the market. These include:

Visuals of Cosmo-futuristic Prehistory: A mix of fictional prehistoric era with alien technologies and visitors creates an exotic environment where ancient nature meets futuristic design.

Dynamic Character Development: The evolution of the dinosaur, from a minor appetizer to a majestic main course, is a culinary uniqueness directly affecting the story, abilities, and gameplay style.

Flying Robot as an Indispensable Companion: Working with a robot, who has a personality full of contrasts and is an essential helper in solving intricate tasks, adds a new layer of tactical thinking to the game.

Blend of Game Genres: Rocktopia mixes elements of action-adventure, platforming, puzzle-solving, and exploration in a symphony of flavors where each ingredient complements the others and creates a rich, varied experience.

Humor: The game serves humor in the form of situational gags, references to cultural phenomena, and fantastical imaginations of alternative history. The presence of a narrator, who may not always know how to help (but always tries), adds a unique atmosphere to the game.

How will the dish taste?

- It will serve an engaging and humorous story about a dinosaur and his companion Drone.
- It will mix unique game ingredients in a combination of puzzles, platforming, and action, designed to be challenging yet entertaining for players of all age groups.
- It will offer a rich and diverse world full of various environments, from ancient jungles to futuristic amenities.
- It will encourage players to explore the game world, uncovering secrets and collecting various ingredients.
- It will be a story with which players can identify, and characters to which they can form attachments.
- It will allow players to experience a sense of progression and development through an evolution system and skill enhancement.
- It will provide a visually and audibly enticing experience with a unique style.

Who are we cooking for?

The PEGI 7 rating suggests that it is a dish suitable for the young from age 7, but even more seasoned players who seek a relaxing yet stimulating and fun experience will enjoy it.

Type of Player: Rocktopia will appeal mainly to those who enjoy a variety of action adventures, platformers, and puzzles. Lovers of stories with rich backgrounds and original gameplay will also find something to their liking.

Player Preferences: The game will attract lovers of natural fantastic scenery, prehistoric environments, and dinosaurs. Fans of sci-fi and cosmo-futurism will be surprised by the unique combination of these elements. It will also delight fans of character evolutionary lines, where they can watch the growth and development of their hero.

Gaming Experiences: Rocktopia will likely appeal most to those who enjoy games like Spyro, Crash Bandicoot, or Ratchet and Clank, thanks to a similar dynamic of action platforming and visual presentation. It will also be cherished by those who appreciate interactive stories with a dose of humor and mystery.

Educational Potential: The game will also attract parents looking for delicious yet nutritious content for their children, which supports the development of logical thinking through solving mysteries, in a safe and suitable environment.



2. GATHERING INGREDIENTS



2.1 GAME CONCEPT

2.1.1 STORY

At the heart of the story lies our main hero—a dinosaur named Dino, who hatches just after a partly failed attempt by alien visitors to abduct his siblings. Dino quickly realizes his family is gone and decides to embark on a journey filled with danger and adventure to find them and protect his homeland from the threat posed by the Futumen. Along the way, he meets Drone, a technically flawed robot who becomes his inseparable sidekick in the kitchen. Together, they discover that the Futumen are after a new energy source—the crystals from the life stone, which is the essence of existence on the stone planet. The story is seasoned with twists, humor, and emotional moments, where Dino and his Drone face various challenges—from duels with enemies to solving intricate puzzle recipes, to discovering the secrets of their world. They gradually uncover that the life stone is not only key to their planet's rescue mission but might also unlock cosmic mysteries. Players will have to navigate through hazards, overcome adversaries, and grow alongside the protagonists while unraveling the deeper message of the story and discovering the secrets that Rocktopia holds.

The game world of Rocktopia is a vibrant and diverse environment of a fictional stone age. Life here is based on silicon—everything is stone. Plants, animals, and people. This world is seasoned with cosmo-futuristic elements, creating a unique fusion of two seemingly different worlds. Players find themselves on a planet that is like a rich buffet of diverse

ecosystems, from juicy jungles through arid deserts to mysterious caves and technologically advanced alien structures. This planet is home to a multitude of dinosaur species, prehistoric animals, and plants, as well as the Futumen—cosmic visitors with advanced technology and specific ambitions.

2.1.2 GAME WORLD

SURFACE OF THE PLANET

A barren and parched surface with stone formations and small areas flooded with greenery. It is a refuge for many stone creatures and reveals the first signs of Futumen presence. Here, the onset of the conflict between the natural and technological unfolds.

HOLLOW EARTH

This mysterious and vast inner world serves as the main course of the story, where various environments mix, from desert wastelands to icy kingdoms. It is a cache of ancient secrets and home to powerful beings. Hollow Earth is where the story unfolds, offering resolutions to deeper narrative threads.

FUTUMEN STATIONS

Technologically advanced areas that are a testament to alien expansion. From research stations to extensive mining operations, each station adds a heightened level of challenges to the game and requires players to utilize their skills in infiltration, exposing weaknesses, and sabotage.

TEMPLE OF THE LIFE STONE

The dessert of this feast is a sacred place full of energy and secrets of Rocktopia. The temple and its interior represent the culinary peak of the story, where players must apply all their skills and overcome the greatest challenges to unveil the final secrets and save their planet.

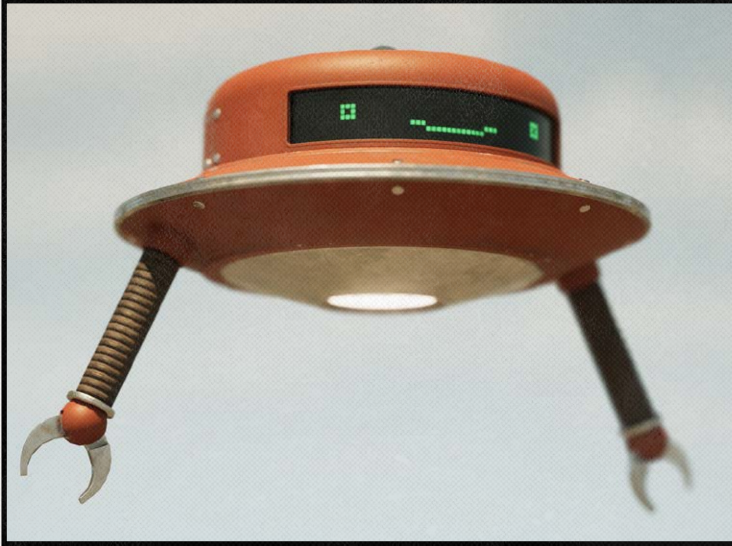


Rocktopia's stone world along with cosmo-futuristic artifacts forms a complex and intriguing environment for players to explore and interact with.

2.2 CHARACTERS

DINO

A stone dinosaur with an appetite for adventure, Dino is known for his bravery, curiosity, and progressively increasing strength. His evolution from an innocent hatchling into a majestic predator transforms his character and abilities. Driven by the search for his family and the protection of his home from the Futumen, Dino uncovers the secrets of his world and learns about the possibilities it offers.

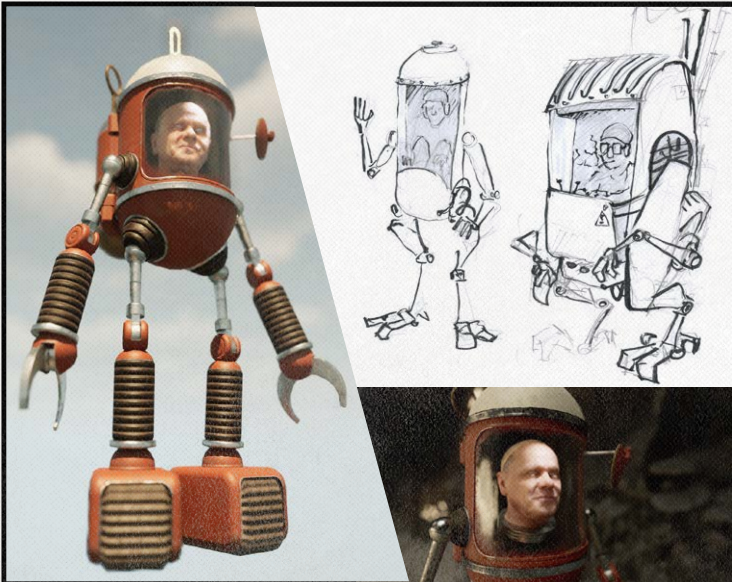


NARRATOR

Like a head chef, an omnipresent non-physical guide who adds humor and wit to the story. His comments are like seasoning, adding a light and entertaining tone to every bite. Though, he's a bit forgetful...

PREHISTORICS

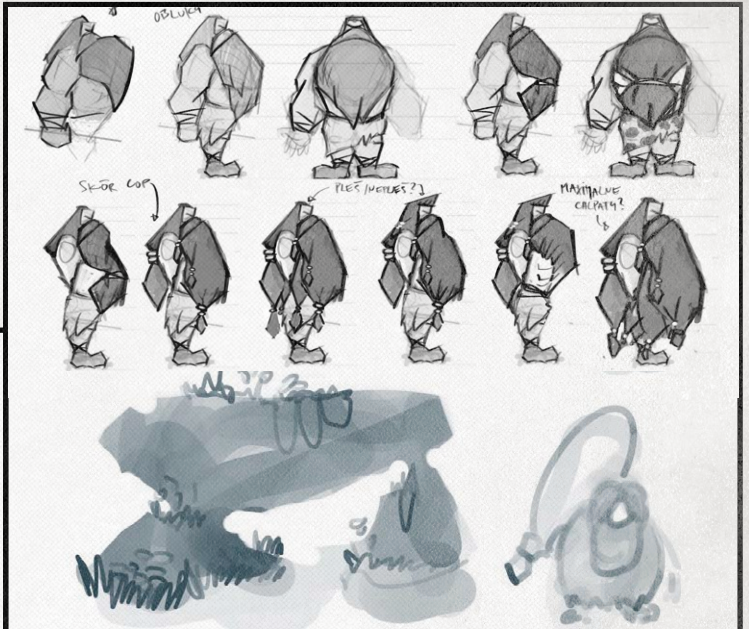
The natives of the planet, known as Prehistorics, are like the ancient ingredients of this world. Their wisdom and connection with nature and its secrets are the foundation of their culture. Although divided, their desire to protect their home is strong, and their relationship with Dino can be either harmonious or tense. Their role is to provide Dino with valuable information on his journey. Sometimes they help, but sometimes they stand in the way.



DRONE

A bipolar robotic assistant with a humorous personality, Drone is Dino's companion on his journey. Despite his technical flaws, he is invaluable for his technological abilities. After an accident that brought him to Dino, his goals shift to assisting Dino in his main mission.

2.2.1 MAIN CHARACTERS, THEIR TRAITS, MOTIVATIONS, AND ROLES IN THE STORY



FUTUMEN

A civilization from the planet Czechoslovakia, they come to the world of Rocktopia with technological sophistication and the aim to acquire resources. Their arrival and actions are like bitter spices in the story, triggering a series of events leading to an epic battle for the future of the planet. They are the main antagonists in the story.

KUROSAURUS

A small but tough snack that forms a basic ingredient in Dino's menu. Its easy hunting value makes it an ideal source of the basic DNA points needed for Dino's evolutionary journey.

TITANIS

A fast and agile predator that relies on its legs and sharp beak. Its attacks require strategic thinking and quick responses.

PTERO

A flying delicacy attacking from above. Its tactic of dropping objects on Dino adds to the dynamics and requires nimble maneuvering and precise jumping.

DILOPHO

A tactical predator capable of attacking both from a distance and up close. Players must learn how to dodge its attacks and seize the right moment for a counterattack.

SABERTOOTH TIGER

A powerful hunter lurking in the tall grass. Its devastating attacks require a strategic approach and the use of the environment for defense.

RHINO

The living battering ram of Rocktopia, whose charging attacks are destructive, thus requiring agility and environmental use to outmaneuver.

MAMUT

A majestic herbivore known not only for its size but also for its powerful attacks. It can shoot stones from its trunk.

ANKYLO

The armored tank among dinosaurs, delivering powerful tail strikes. Its armored body presents a challenge that requires more than just strength to overcome.

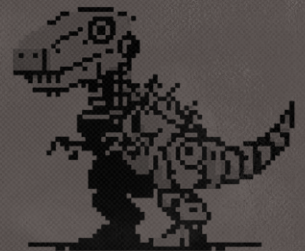
GIGANTO

An ancient primate that is fast and capable of attacking from a distance by throwing stones, testing the player's ability to perform quick evasive maneuvers.

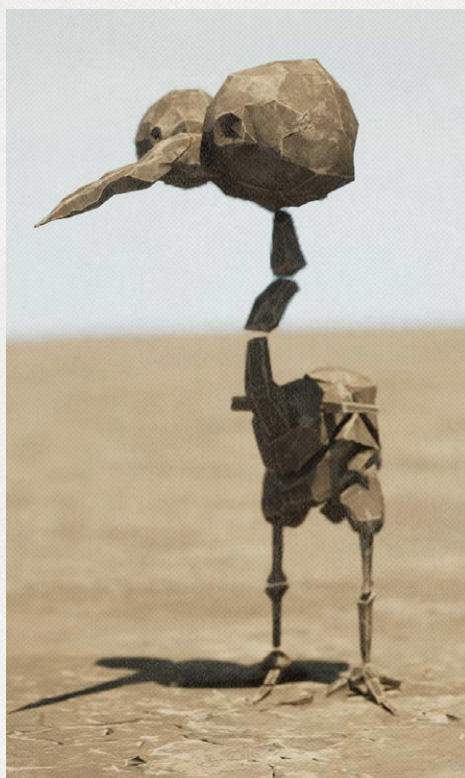
CYBER DINO MOM (CMD)

The final course, CMD, is a unique foe and also Dino's mother. Her technologically advanced Futu-equipment demands that players use everything they have learned, facing the ultimate challenge.

2.2.2. ADVERSARIES FROM THE STONE PLANET



Stone Adversary Titanis



Stone Adversary Kurosaurus



A Few More Concepts of Stone Animals

2.3. GAME MECHANICS & PROGRESSIVE SYSTEMS

MOVEMENT

Basic Movement: Dino can walk, run, jump, or sprint. Jumping and running are fundamental techniques that improve with each evolutionary stage of Dino.

Interaction with the Environment: Using an action button, Dino can manipulate environmental elements such as switches or movable objects and collect items.

2.3.1. GAME MECHANICS

EVOLUTION AND UPGRADES OF THE MAIN CHARACTER:

Dinosaur Evolution: Players start with a small dinosaur and progressively develop it into advanced and stronger forms until reaching the majestic stage of an Apex predator. Each step in evolution adds new abilities and stronger attacks.

COOPERATION WITH DRONE AND HIS UPGRADES

Interactions with Drone: Drone is not just an ordinary assistant in the story but an essential collaborator in combat and world discovery.

Drone Upgrades: By collecting points and resources, Drone can be upgraded, unlocking new abilities such as environmental scanning or hacking devices.

EXPLORATION AND DISCOVERY

World Exploration: A strong emphasis is placed on discovering a world full of mysteries, hidden places, and dangers. Exploration is rewarded with the finding of collectible resources, enhancement sources, and unraveling storylines.

Puzzle Solving: Culinary enthusiasts will encounter various logical puzzles that require sharp thinking and cooperation with Drone, from manipulating the environment to solving the technological puzzles of the Futumen.

COMBAT AND CONFRONTATIONS

Combat System: Offers a spicy mix of direct attacks and special abilities along with the use of the environment to create dynamic confrontations with enemies.

COLLECTION AND UPGRADING

Collectible Resources and Currency: Collecting various ingredients, such as crystals and DNA points, is essential for evolution and unlocking new abilities. By breaking down Futujunk - the waste of the Futumen, players gain materials needed for upgrading Drone.

UPGRADING DINO

In Rocktopia, where Dino evolves from a small dinosaur into a dominant Apex predator, each stage of evolution adds new abilities and increases his strength and resilience.

2.3.2. PROGRESSIVE SYSTEMS

PHASE 1: LITTLE DINO

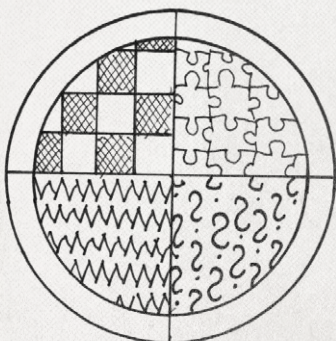
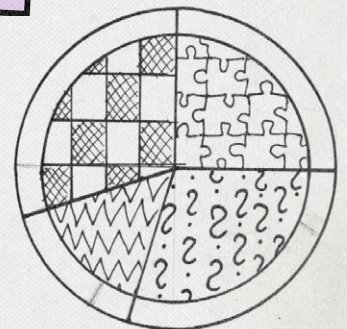
Description: Dino starts his adventure as small and agile, ideal for exploring the world of Rocktopia.

Abilities: His speed and agility are key to escaping enemies and exploring narrow spaces.

Interaction with the Environment: Exploration focuses on utilizing his agility, where Dino uncovers hidden paths and solves simpler puzzles.

Pie Chart - Little Dino:

Discovering information and roaming the environment - 30%, Overcoming obstacles and jumping - 30%, Puzzles - 25%, Combat - 15%



PHASE 2: MEDIUM DINO

Description: As Medium Dino, he gains size and strength, opening up new possibilities in combat and interaction with the environment.

Abilities: Enhanced offensive maneuvers and improved abilities to manipulate objects in the environment.

Interaction with the Environment: Puzzles and challenges become more demanding, utilizing Dino's enhanced physical abilities, allowing him to overcome more robust obstacles.

Pie Chart - Medium Dino:

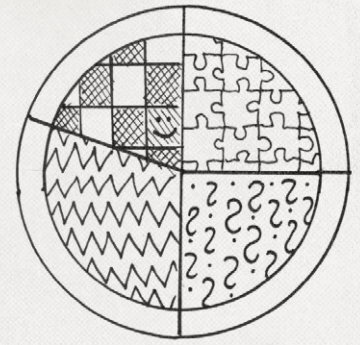
Discovering information and roaming the environment - 25%, Overcoming obstacles and jumping - 25%, Puzzles - 25%, Combat - 25%

PHASE 3: BIG DINO

Description: Dino now possesses immense strength and resilience, enabling him to dominate the battlefield and effectively tackle challenges.

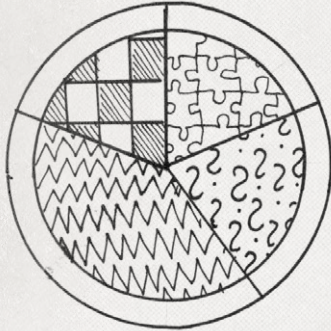
Abilities: Significantly increased strength and resilience expand his capabilities in combat and interaction with large objects.

Interaction with the Environment: Dino can alter the environment, move large objects, or open new paths, thus expanding exploration possibilities.



Pie Chart - Big Dino:

Discovering information and roaming the environment - 25%, Overcoming obstacles and jumping - 20%, Puzzles - 25%, Combat - 30%



PHASE 4: APEX DINO

Description: With Apex Dino, a real culinary tumult unfolds. He becomes a complete kitchen chopper. Obstacles are now more likely to be smashed like nuts rather than handled in any finer way.

Abilities: He gains devastating abilities that allow him to change the dynamics of the environment and face the greatest challenges.

Interaction with the Environment: His impact on the environment now opens up new possibilities for exploration and solving complex challenges.

Pie Chart - Apex Dino:

Discovering information and roaming the environment - 20%, Overcoming obstacles and jumping - 20%, Puzzles - 20%, Combat - 40%

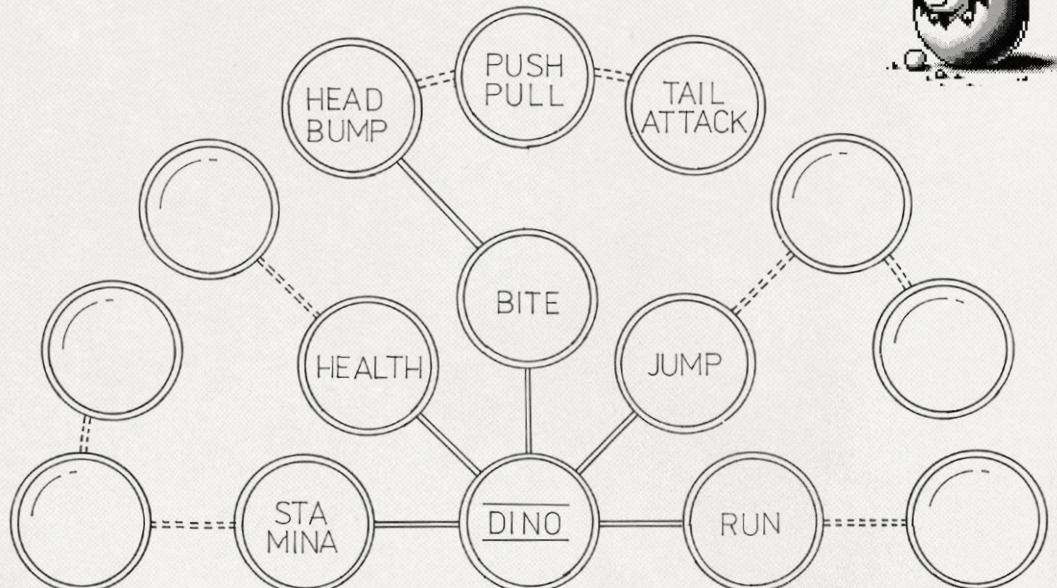
- discovering the environment, wandering - overcoming obstacles, jumping - puzzles - combat

		SMALL	MEDIUM	BIG	APEX
SIZE	MULTIPLIER	0,3	0,6	1,2	2,4
WALKING	MOVEMENT SPEED	130	220	320	420
	ANIMATION SPEED	2,3	2	1,6	1
RUNNING	MOVEMENT SPEED	450	700	950	1200
	ANIMATION SPEED	3	2,5	2	1,5
JUMPING	HEIGHT	150	300	450	525
	LENGTH	300	600	900	1050
	DURATION	1	1	1	0,8

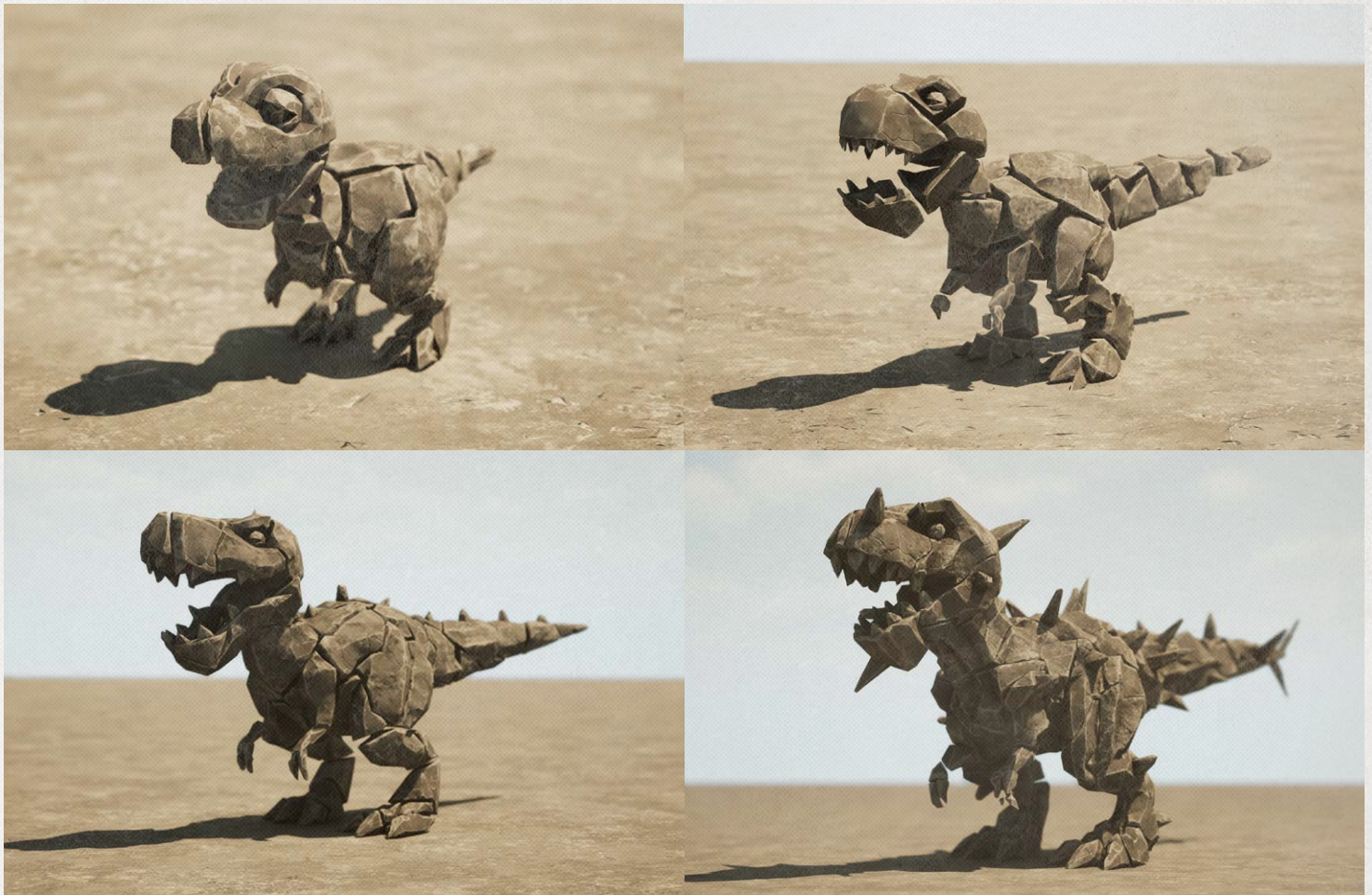
Movement Attributes Balance Table for All Developmental Stages of Dino

SKILL TREE

Players can unlock various abilities through a mysterious mystical pillar, which are either essential or simply add flavor to the game. After collecting a certain number of these abilities, the character can be 'baked' to a higher stage of development. Abilities are unlocked by earning DNA points, which are gained by devouring variously flavored creatures.



Schematic Representation of the Main Character's Skill Tree



Four Stages of the Main Character's Evolution.

UPGRADING THE DRONE

The drone's performance and versatility can be enhanced through technological upgrades, expanding its range of capabilities and functions.

TECHNOLOGICAL UPGRADES

The drone can be upgraded using technological components, increasing its abilities such as environmental scanning, hacking, or various combat supports.

ENERGY UPGRADES

With higher capacity batteries or more efficient energy management, the duration the drone can use its abilities is increased.

DRONE ABILITIES

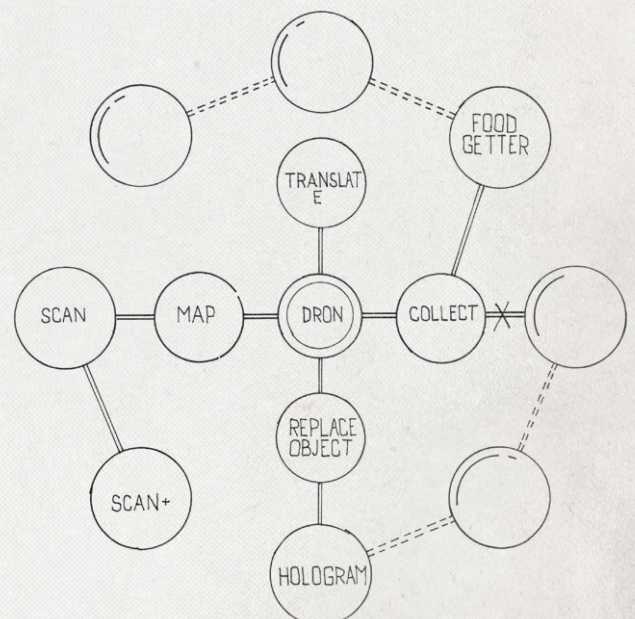
Scanning and Analysis: The drone identifies interesting objects, analyzes the environment and artifacts, revealing key information to the player and unlocking parts of the story.

Translation and Communication: Helps Dino understand dialogues and messages by translating the languages of the Prehistorics and Futumen.

Hacking and Interaction with Technology: The drone can open locked doors, deactivate security systems, or manipulate other devices, expanding the possibilities for solving situations.

Combat Support: Provides assistance in combat, either through its own defense mechanisms or by activating elements in the environment.

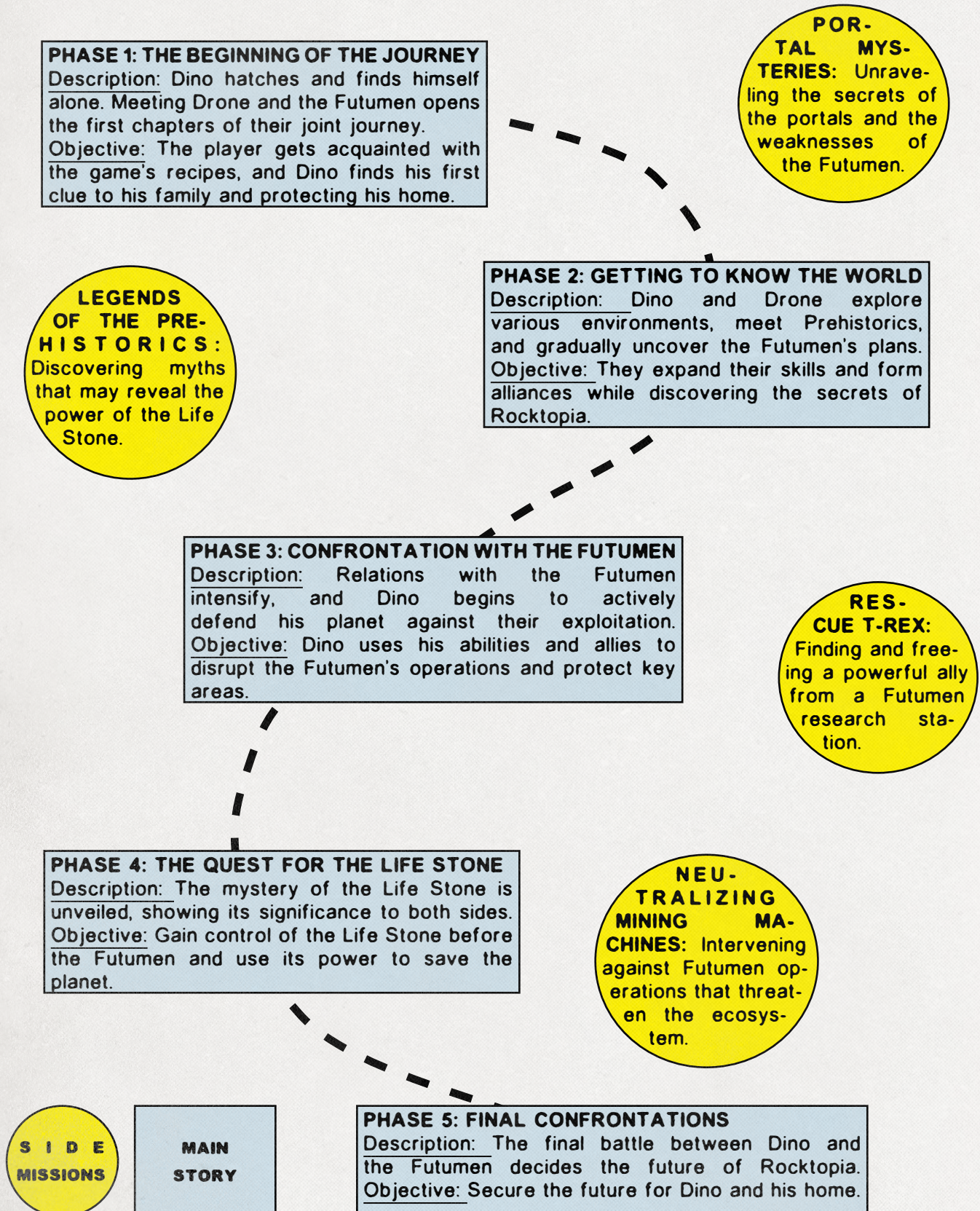
Collection and Storage: Manages resources and equipment efficiently, facilitates inventory management, and strategic planning thanks to its ability to collect and store items.



Schematic Representation of the Flying Robot's Skill Tree

2.4. GAME PROGRESSION

In the world of Rocktopia, the story is divided into several delicious courses that accompany Dino's growth and development and his relationships with the other ingredients of the world.



Dino's adventure is estimated to last thirteen sweats. Measured in Futu-time, that will be around 6 hours.

2.5. FUTUMEN TECHNOLOGY

Players, along with the robot, delve into tasting the technological mysteries of the Futumen, manifesting in mechanical tasks of varying complexity, mainly intended for younger and mid-mature Dino. A simple task might involve instructing the robot to slice through a door-opening system, while more complex tasks could require starting an energy generator to power a specific device.

The cookbook of alien systems includes:

Battery: The basic ingredient in technological puzzles, charged with energy from the life crystal and powers generators distributing energy to other systems.

Battery Charger: The device where the acquired crystal is inserted to properly 'bake' the battery.

Connection Mixer: A unit that mixes various

endpoint devices into a single entity.

Switch: Between the connection mixer and a specific device, it allows changing the flow direction of technology as needed.

Generator: Where the battery is inserted and connected to the technology.

Fan: A cooler for visitor technology, but the player can use it to disperse and move things.

Conveyor Belt/Elevator: Moves materials and persons.

Laser: For slicing obstacles or opening new pathways.

Defense Towers: Originally against unwelcome creatures, but after reprogramming, Dino can use them against space visitors.

Repellers: Can be transformed into attractors.

Various obstacles like walls: For instance, requiring precise throwing over them.

Pressure Pads: Activate various functions when Dino places a heavy object on them.

...and other interactive elements, from doors to heavy machinery...



Battery

2.6. Collectibles and Currency

LIFE CRYSTAL:

Essential Ingredient - mined from the life stone, scattered worldwide in abundant and modest quantities. Futumen collect it as the essence of energy—used to fill batteries, for instance. The crushed crystal is collected by the flying robot as energy for the battery to solve mechanical puzzles. It also refreshes energy for various activities or enhancements (e.g., hologram).

DNA:

Found in every living creature and plant. Dino extracts DNA points from it to unlock his enhancements.

VISITOR WASTE:

Arrived on the planet through visitor portals, initially by accident, later intentionally. Collecting and sorting this waste gives the flying assistant the chance to utilize enhancements

2.7. Hazards

Throughout his journey, Dino faces various hazards in the form of enemies and passes through spicy natural and technical challenges. Here are the basic types of hazards:

SPICY, AGGRESSIVE HAZARDS:

- **Visitors:** Control vacuum devices that suck energy from living beings and transfer it to energy reserves.
- **Visitor Weapons:** Defensive towers that improve over time.
- **Spicy environmental obstacles:** such as carnivorous plants.
- **Native wildlife:** ranging from bland to spicy. From an innocent nip to a powerful strike.

MILDER, NON-AGGRESSIVE HAZARDS:

- **Motion-based:** Jumping tasks, obstacle courses, fragile platforms, collapsing spots, boiling geysers, falling objects, fields of hot lava.
- **Puzzle-based:** Moving elements, utilizing elements, breaking barriers on the path.

2.8. Humor

In Rocktopia, humor and comedy are significant spices. Players will encounter a plethora of situational gags and references to well-known cultural phenomena. Here is a small bouquet from the fountain of funny ideas:

HAMMERPUNCHER TRAP

Description: A mining machine mishap, which randomly transforms into a platform trap, is revealed with a smile by a local Prehistoric. This scene pays homage to the clumsy machines from "Star Wars: Jedi Fallen Order™."

BURNT HOLE Á LA TERMINATOR

Description: Dino encounters a spherical hole in the rock, the result of unsuccessful teleportation experiments. The narrator humorously reveals the Futumen's trial-and-error method, referencing the iconic scene from "Terminator™."

FUTU SCIENTISTS AND "RACCOON CAUGHT IN THE ACT"

Description: The player encounters Futumen hastily carrying equipment to a portal. When they spot Dino, they freeze in place, humorously reminiscent of the "Raccoon caught in the act" meme. This moment serves as a humorous initial interaction with enemies, where the narrator comically comments on their startled reaction.

"ALL YOUR ROCKS ARE BELONG TO US!"

Description: A message on a rock, humorously referencing the internet meme from the game "Zero Wing," highlights the Futumen's arrogance and their claims over the planet.

PORTAL MISHAPS AND MISADVENTURES

Description: A series of portal-related jokes adds slapstick humor. Futumen unsuccessfully manipulate portal technology. They, or their objects, disastrously fall out of portals, hang from them on ropes, etc. The scene is accompanied by the narrator's commentary on their failures..

SECRETARY OFFICE WITH A CAT LITTER BOX

Description: An office equipped with a cat litter box at one of the Futustations is a surreal element that adds bizarre humor to the game.

T-REX CLONING Á LA TAMMY AND THE T-REX

Description: Discovering a brain with wires in one of the stations, referencing "Tammy and the T-Rex," is a humorous tribute to bizarre sci-fi comedies..

MINI-DOCUMENTARY SERIES

Description: Educational, yet entertaining mini-documentaries with the narrator's commentary expand knowledge about the world of Rocktopia and add another dimension to the game.

VOLUME SLIDER:

Description: Futumen are equipped with a volume slider on their suits. In one humorous scene, Dino witnesses a domestic argument of a Futumen couple while hanging laundry. To maintain peace, the Futu-man uses the slider on his suit to "mute" his partner.

MUSICAL REFERENCES:

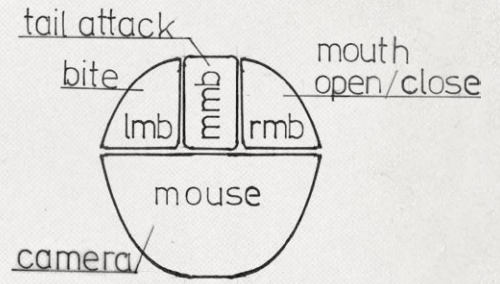
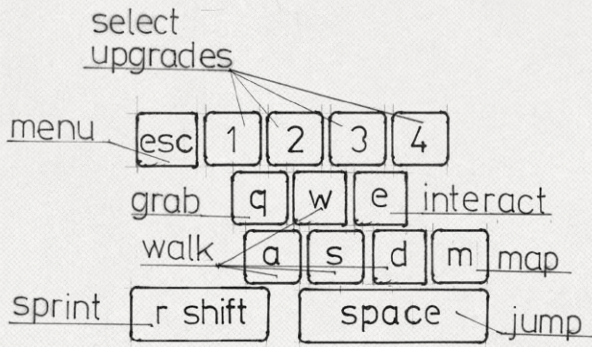
Description: From concerts by the band Trolling Stones, through musical themes from movies like "Jaws," and the theme from the Czechoslovakian cartoon "Pat & Mat" during Futumen's portal technology mishaps, to the Slovak national anthem during the first thunderstorm.

These scenes and moments in Rocktopia are not just for laughs but are cleverly designed to create a deep and engaging game world that players will not want to leave. They engage players in the story through familiar and beloved cultural references.

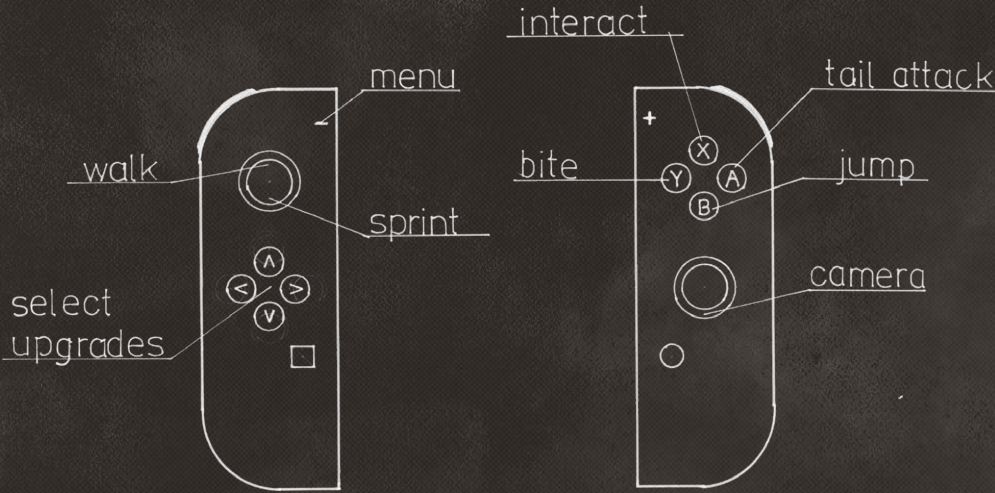


2.9. Controls

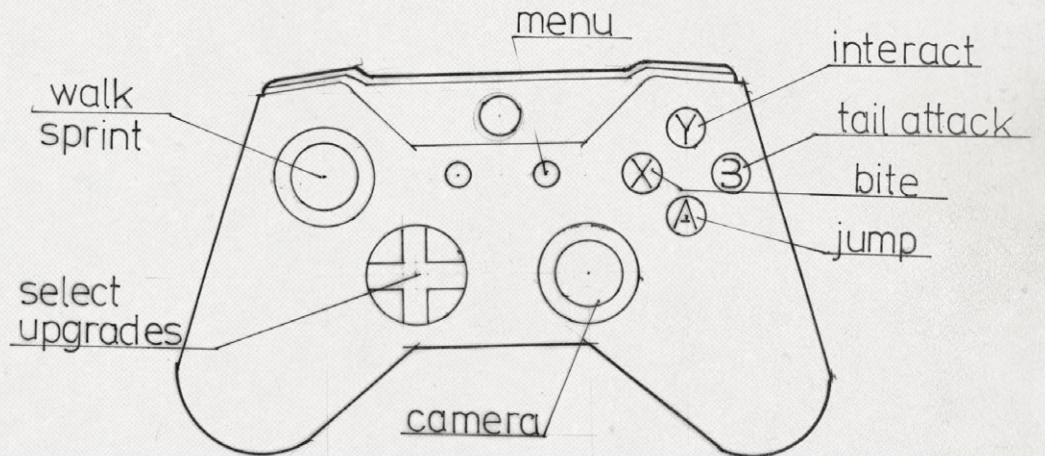
PC



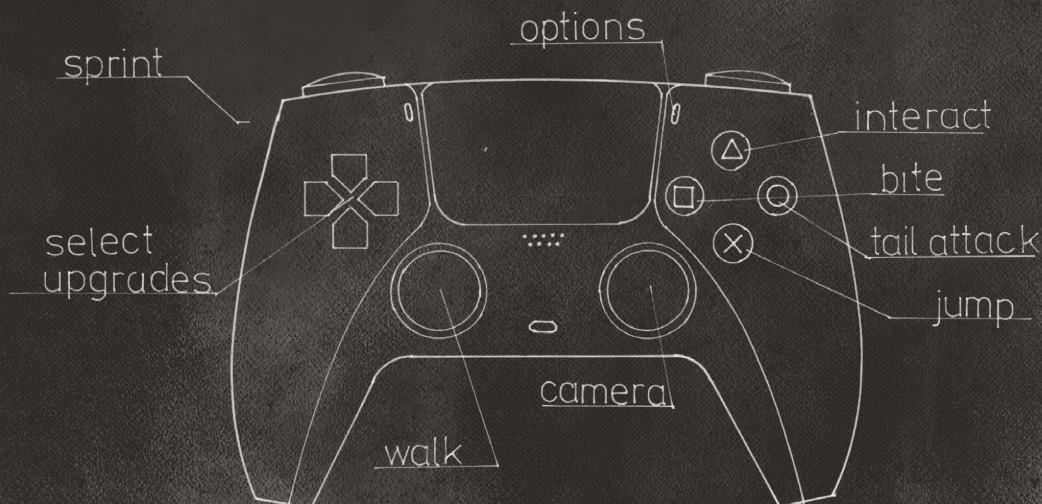
NINTENDO SWITCH CONTROLLER



PS4 CONTROLLER



XBOX CONTROLLER



2.10. Conclusion

Yes! Now that you know not only what you're going to cook but also have carefully considered the combinations, quality, and taste of the ingredients, it's time to compile a detailed recipe according to which you will cook your game. Once you have this done and all your cooking utensils ready, off you go to the kitchen!

3. COOKING

If you thought you could just throw ingredients into a pot and run off to the hairdresser while it cooks, I'm sorry to disappoint you. Cooking up a game is a gargantuan task, and believe me, it's often the things you rely on the most that end up spoiling. You must remain constantly vigilant—here you'll find the spices are too mild, there something overboils, elsewhere something burns... Arm yourself with patience, respect for the dish, the chefs, and the diners. In the end, the game itself will surely reward you with a multi-sensory experience, and the smiles of satisfied gourmets will be the best evaluation.

BON APPÉTIT!

