

Alto's Adventure

The video game *Alto's Adventure* has a simple premise: Speed down a mountain on your snowboard, pull some tricks, collect some coins, capture a llama or two while you're at it. Maybe you'll crash into a rock or miss a landing, but no problem; you'll start over again at the top of the never-ending slope. 36-1



And yet, I find myself coming back again and again.

Developers Ryan Cash and Jordan Rosenberg are the guys behind *Alto's Adventure*. As Alto, your shepherd/avatar, shreds the mountain in hot pursuit of his escaping llamas, he navigates a surreal alpine landscape designed by artist Harry Nesbitt. His main task was to try and create a larger, living, breathing environment with its own history and culture for Alto to inhabit. 36-2

As you pass through randomly generated levels, your surroundings change. One minute it is raining, the next you're enveloped in a warm, orange haze. Rainbows will appear, lightning will strike and if you're watching closely, you might spot a shooting star streaking across the night sky or fireflies glittering in the dark. The details in *Alto's Adventure* — the plumes of snow after you hit the ground, the creaking of the windmills — are extraordinary. They make you want to ditch your board, strap on some snow shoes and wander around the magical and aesthetically pleasing land Nesbitt built. 36-3

adapted from an article from *wired.com*, 2015

Tekst 11 Alto's Adventure

Drie van de onderstaande vijf zinnen (a, b, c, d of e) zijn uit de tekst weggelaten. (zie **36-1**, **36-2**, **36-3** in de tekst)

2p 36

Geef bij elke plaats aan welk van de zinnen daar hoort.

Noteer de letter van de zin achter het nummer op het antwoordblad.

Let op: er blijven twee zinnen over.

- a Because it evokes this desire to become a sightseer, *Alto's Adventure* is not just a game but rather a piece of interactive art.
- b By limiting the complexity of the game's controls, the overall experience has been enhanced tremendously.
- c He succeeded with flying colours because you really get the feeling that the game and its characters could be just a small part of an entire world.
- d In terms of gameplay, it's fun but not groundbreaking.
- e The harmony between visuals and sound makes up for the story with its silly and far-fetched plotlines.

Bronvermelding

Een opsomming van de in dit examen gebruikte bronnen, zoals teksten en afbeeldingen, is te vinden in het bij dit examen behorende correctievoorschrift, dat na afloop van het examen wordt gepubliceerd.