



# The Oil Must Flow



Terminal Conservationist

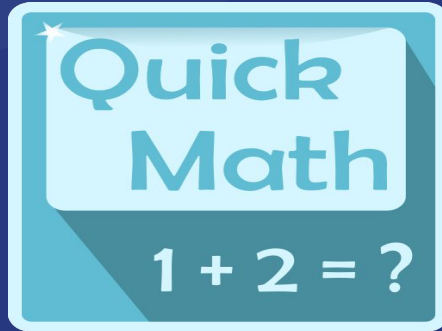
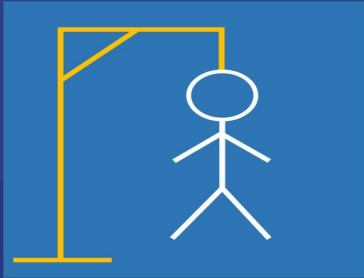
# Story

The player sets their mind to free the oil rig from the inhumane enemies but they must enter different rooms with text based mini games which eventually leads to the final room where you have to defeat the final boss.



# OIL MUST FLOW

A **scalable** and **extensible** text-based dungeon crawler featuring fresh mechanics, and immersive storylines, where each of your choices matter!



# What was the thought process

The Idea stemmed from SALUS providing risk management software for oil companies, and we wanted to create a scenario where the player is fixing problems and using their problem solving skills to restore the underwater oil rig station.

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As for next steps we can make realistic situations based on real safety regulations and risk assessments that help us to become aware of the different hazards in order to train others through the game.

# DEMO



# SALUS



## Thanks for Listening

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