

The background features a dark teal base with several overlapping, semi-transparent geometric shapes. A large, bright lime green trapezoid is the central focus, with other teal shapes layered above and below it, creating a sense of depth and movement.

Wanderlust



The game this guy's talking about.



1.

LORE

What does this game have to tell?



An astronaut that got lost in his first mission in space. Now, he needs to get oxygen and survive until his rescue arrives.

The background is an abstract composition of overlapping geometric shapes. At the top, a dark teal triangle points downwards. Below it, a large teal trapezoid dominates the center. The bottom features a dark teal triangle pointing upwards, and the entire scene is framed by light green shapes at the top and bottom edges.

2.

GAMEPLAY

So... What do I do now?

SCORE: 100

OXYGEN: 93%.



You should be fine if you...

- ◆ Collect oxygen;
- ◆ Avoid the aliens;
- ◆ Avoid the asteroid;
- ◆ Survive.

The background consists of several overlapping geometric shapes, primarily triangles and polygons, in various shades of green and teal. The top and bottom edges are jagged, creating a mountain-like silhouette. The central area is a solid teal color where the text is located.

3.

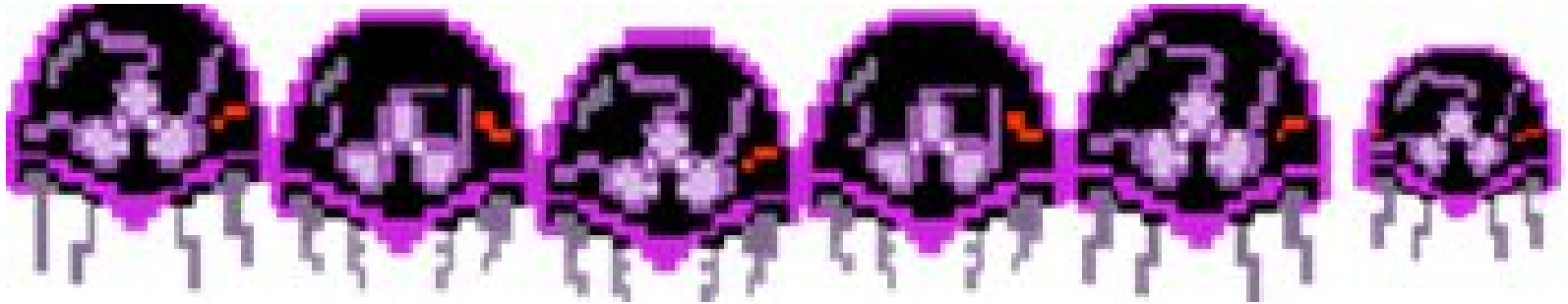
CHARACTERS

Ok... So now what about the guys?

Mark Bridges, 21.



Aliens... I really don't know the age.





4.

UNIVERSE

WHERE AM I NOW?!



Somewhere in the galaxy...
Seriously.



Yeah... That same picture again.



5.

CONTROLS

Just tell me how I play now and we should be fine.

Press those buttons... Now!

Accelerate!



Rotate to left!

Rotate to right!

Alright... This one
does nothing!



6.

INTERFACE

Let me take a look at this “designs”.



Main menu



Game itself (I promise this is the last time I show this image).

HIGH SCORES

1	A	300
2	A	100
3	<Empty!>	0
4	<Empty!>	0
5	<Empty!>	0

High Score Screen (My name isn't A).

Artists

DOUGLAS MATHEUS Concept
Elements

VIRGINIA OLIVEIRA Concept
Characters

Programmers

GABRIEL ALONSO Physics
Sound Design
Progression

GABRIEL BRASIL Game Designer

Credits (My apologies to Mr. Brasil).

GAME OVER

YOUR SCORE:

100

New Top Score!

Please, input your name:

GAB

Press enter to try again
or esc to menu



Game Over



THANK YOU
FOR PLAYING!

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IGNITERS

Yeah, this is the end.



Thanks!

Any questions?

You can also contact us at gamp.tjd@uea.edu.br!