



H / V / F

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About

Overview

Play as EVE, a robot tasked with healing an abandoned Earth. Farm, clean up waste, and restore ecosystems to repair a world scarred by radiation.

Story and Lore

Figure out what is going behind the scenes in the company.

Inspirations

- Lethal Company
- Solarpunk
- Citizen Sleeper
- Stardew Valley
- SIGNALIS

What we got Done!

Farming
System



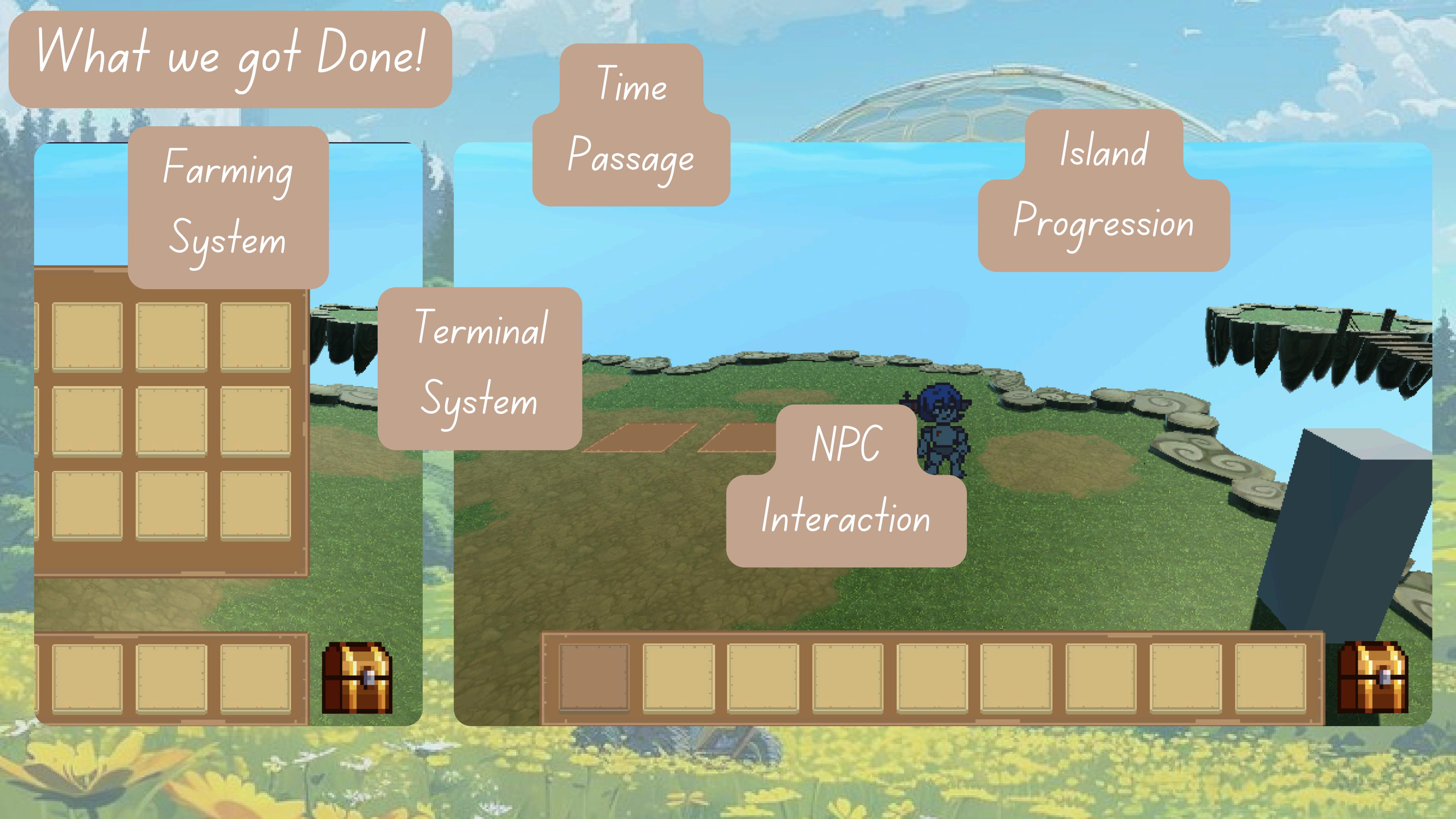
Terminal
System



Time
Passage

Island
Progression

NPC
Interaction



Goals for the Spring

- Solidifying the game loop
- Expanding our story and lore
- Using NPC interaction more
- Add in more present dangers like combat

Tech we are Using

- Unity and C# for the Game
- Procreate and Asprite for Art
- Ableton and Musescore for Music
- Canva and Google Docs for Story
- All Tech we Have Used Before



Questions?