



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

Justification

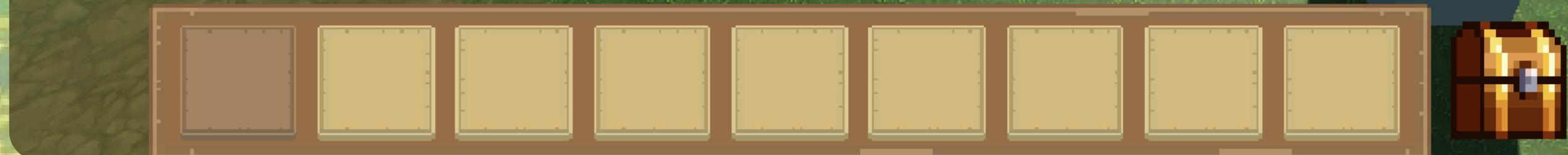
- We all have the IGI minor and like to make games
- Most of us are involved in the LMU Game Development club
- We all have interest in pursuing game development in some way in the future

What we got Done!

Farming
System



Terminal
System



Time
Passage



NPC
Interaction



Island
Progression



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?