



Tech Overview

This game was made in the Unity Game Engine. Scripts that control gameplay mechanics, animation, and sound were made in C#. Aseprite was used to make many of the pixel art assets and animations. Musescore was used to create custom music to be played during gameplay.

What's next?

EVE currently allows the player to participate in basic farming and NPC interaction. Further steps in the project will include a richer story, stronger farming gameplay, and a larger world.

Story

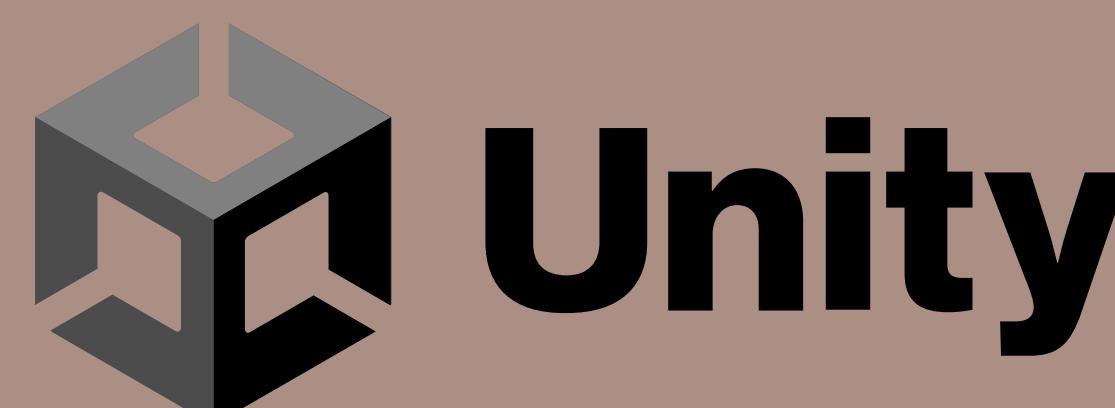
Play as an android named EVE in a Post-Apocalypse Earth, tasked by space colonist survivors to gather data about the new world and gather food to send back home! Talk to fellow androids to learn about your new home, grow crops to send into space, and bask in a strange, beautiful, and magic-filled Earth.

Island Gameplay

Collect and discover a wide variety of items while farming to send back to your employers or to barter with local residents.

Van Gameplay

Your home base! Complete with a terminal to talk with your employers, transporters to send crops and receive seeds, and a charging bed for resting!



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Play Soon!

