Steam description: Enter the world of Artificial, a randomly generated dungeon crawler with a heavy emphasis on precision shooting and strategic but active movement. Follow J, an artificially engineered soldier in his quest to Vardus, a desolate and dark planet. Shoot and loot your way to the deepest part of Vardus and unlock its hidden secret.

Short Description: Delve into the dangerous depths of Vardus, in this indie dungeon crawler and discover it's secrets.

Tags: Action, Adventure, Shooter, Rogue-Like, Dungeon Crawler, Procedural, Aliens, Loot, Exploration, Sci-fi

Trailer Script:

Shot List

1. Title Music is playing
2. Team Quasar
3. Shows the player navigating the hub, walking past the cube Slowly
4. Shows them teleporting to the dungeon
5. Shows clips of them killing enemies
6. Short clip of a brute throwing a rock
7. Clips of them sorting through a chest of guns
8. Clip of the player upgrading their shield at the workbench
9. Clip of Shuude Me’ll sweating
10. Clip of them reading a lore book.
11. Clip of a cube peice getting picked up
12. Black screen with Shuude M’ells scream playing at a low volume in the background
13. Fade in Artificial (Black screen)
14. Find it on Steam or go to artificialgame.ca
15. Available Now

Team Description:

About Team Quasar:

Alec Sobeck: Producer and UI extraordinaire, Alec was a driving force behind cutting stuff that would bloat the game while also keeping us in check. He handled the side programming tasks, meaning most of the UI and loot balancing, and also was our main playtester. He currently holds the world record time for a Nightmare playthrough, while also holding the world record for “Most complaints about a single boss” so take that noobs.

Dominick Schroer: Our main programmer, Dom is responsible for making the game function, while also informing us how frustrating it is to work with GML. To give some insight into his skill, we said we wanted procedurally generated dungeons on day one, and over the next couple days, he came up with an entire dungeon generating system. His hobbies include building really optimized code, telling our designer that we can’t add that because it's “too complicated”(I know right?) and arguing with Alec over his tasks and what he can actually accomplish.

Nick Tremblay: Artist and animation specialist, Nick is responsible for almost all of the art in the game.The player, enemies, Bosses, items, world, and some UI are all his work, with Alec taking the rest of the UI. He took our designers ideas and brought them to life, building actual characters and enemies out of our designers dreams, while also taking his own direction when he gets inspired, most notably with the first boss which looks way better than the designers original design. He also makes a mean Spaghetti casserole and can rig up a 3D centaur, so he’s got that going for him.

Spencer Gould: Designer and Sound lead, Spencer is most amazing person on this team, bar none. (Can you tell who wrote these descriptions?). No, but on a realistic note, Spencer is responsible for that sweet sound that plays throughout the game, while also being the design lead for most of the game. He designed the bosses, enemies, guns and the main mechanics, while also being told by Dom that having sound wave attacks aren’t a possibility. While he wasn’t telling people to read the design documents, he was busy fusing way to much over the music, which he might finally be satisfied with. Maybe. It’s not bad ok?