

Stranded in space

By **KUJO**
— STUDIOS —

“Good grief”

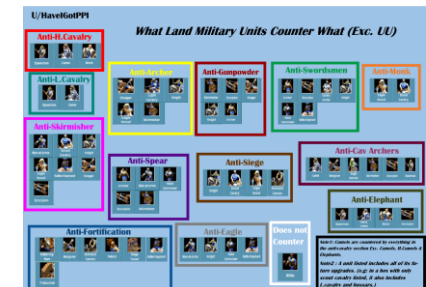
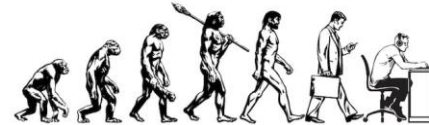
How are we gonna captivate our customers?

- Exploration
- Strategy
- Mining



Mechanics

- Unit automation
- Unit counter
- Fog of war
- Evolution



Features of the game

- Story
- 2 maps
- 7 buildings
- 5 different units
- 3 Quests
- AI systems

Production Plan

- Weekly sprints and reunions

