**Robotomation**

Robotomation is a 2D side-scrolling shooter-platformer. The game takes place on a fictional world far in the future. In this world, robots have automated a large percentage of human activities through a system called Robotomation.

The heralding in of this comprehensive system was led by an eminent scientist named Dr. Live. You play the role of a scientist named Matthew Grove who works directly under Dr. Live. At the beginning of the game, a lab robot suddenly turns against you, and you soon realize that the entire Robotomation system has been compromised. From that point on, your mission is to discover the cause of the robot’s sudden aggression and to attempt to restore order.

The gameplay of Robotomation focuses on fast-paced action and engaging environments. Players are motivated by an ever-unfolding story that is revealed as the game progresses, as well as by a point system that rewards efficient destruction. Robotomation incorporates Box2D physics to add a dynamic feel to each level. The world is also filled with numerous easter eggs and secrets meant to provide a level of replayability.