Space Explorer Horror

A space explorer goes out of his way to scavange dark and forgotten exoskeletons of old spaceships in his quest for riches, fame or glory.

The player moves through dark and shrouded places growing ever dark as he ventures deeper into the environment. Along his way he will have to loot and survive the challenges and horrors that await him and make clever use of his surroundings. To allow the player to carefully plan this sometimes deadly or tricky environment, time is locked to the players actions, meaning that time only flows if the player is doing something.

-time flows only when your character moves or does something allowing for moments of helplessness and narrow escapes where you are constantly within an inch of losing your life, yet rewarding strategic gameplay and on-the-fly thinking

-actions require time such as operating a panel or fixing a door, allowing free movement of the surrounding area for spooky moments

-vision of the player is limited by the vision of the character on screen which makes for a spooky and thriller feel. Turning around takes time thus allowing it to flow as well

-during the trip the player will overcome indiana jones style challenges and deep dark space horrors, resulting in loot that will make his trip towards the inner depths of the space catacombs easier and different every time

-randomly generated environments in the form of space ships, surviving cast of characters, twists and turns and traps make for a new experience every time you start a new game

Totally not lord of the rings hack and slash with crazy superpowers

A group of superpowered fantasy archetypes fights through hordes of weak monsters as they attempt to assail their current position and at the end take down the leader of the assault.

SimCity on Steroids

The player takes control of a small town and has to expand it and make it disaster proof as the world comes crumbling down onto it at an ever increasing rate.