

ATHE TEAM

DESIGN

Fernando

(based in Spain)

- gameplay programming & level design
- 1+ year of professional AA indie experience as QA
- fullstack development background

Brin

(based in Slovenia)

- level design & art direction
- made over 60 small games & 3 commercial projects
- multimedia art background

everyone is a
MSc in Games :)

CODE

Jonas

- backend programming & company managment
- technical knowledge powerhouse
- 4+ years of backend in telecommunications

(based in Denmark)

MANAGEMENT

ONE BTN BOSSSES



→ minimal fast paced boss rush

→ one button controls that make the game easy to pickup, but hard to master