How to run the game:

The current godot version is 2.1

The source code is found here:

<https://bitbucket.org/peppercarrotgame/peppercarrotgame.git>

SVN server for assets

<http://svn.modulous.net/repos/pcg_assets/trunk>

Username is: [REDACTED]

Password is: [REDACTED]

Then you can run it in godot.