

BEING



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DESCRIPTION

Being is an open-world RPG. The game involves exploring a lush jungle planet where you will learn about the character's mysterious past. Our project is a demo of the jungle planet, but the future of the game opens the story to other planets, civilizations, and more lore for our character. The demo that we are building will have a main area with a village, and once the player steps outside they will be in a hostile area where enemies spawn to attack them. There is also a dark cave where you must battle a spider boss.



MOTIVATION

The current state of the gaming industry is volatile. Many AAA game companies are producing copy-paste games that serve as quick cash grabs from a dwindling pool of loyal fans. We entered the game industry because we were inspired by the passion that was put into many of the games that shaped our childhood. Watching some of the most beloved game companies lose their integrity is disheartening, to say the least. We hope to make something that is for people who love the creativity and passion that once went into games-making.

RESOURCES:

