Beyond Catastrophe

A Cloud Fish Production

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A student project

The Game

- Open world
- Lonely island
- Low resources
- Heavy climate
- Survive and escape

The Story

- After the war - lonely island
- Climate change makes survival very hard
- Extreme weather conditions
- Electricity broke down, no connection to your family
- Gather resources, craft/repair things, explore new regions, STAY ALIVE
- Try to escape the island to reunite with your family

Implemented features

- Scene (un)loading on demand + interactive object states saved
- Day/night cycle
- All four seasons
- Temperature/health/tiredness/energy system
- Consumable/intractable/destroyable objects
- Inventory/chests/equipped/clothing slots
- Dialogue System + TTS
- Accessibility

Thank You!