

Awesomesness Directory #489

indiebio started this conversation in **Show and tell**



indiebio 2 days ago Maintainer

edited ▼

These are some of the projects our members are involved in. While we cannot endorse these or guarantee that they align to our values, we would like to shine a light on them. They are listed in no particular order.

Please add your project, content channel, whatever you want to highlight, as a comment. Please include:

1. the project name
2. a link to more info
3. a short description, do you see this linking with the metaverse? If so, how?
4. who to contact
5. optionally, you can also add your ask - what do you need help with? Being open to funding, for example
6. image

We reserve the right to edit or remove posts to maintain community standards.

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indiebio 2 days ago Maintainer Author

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Project Name: **Mirror Worlds** (casual game)

no link yet, idea stage

Alternative name: "they don't want you to be free"

The base landscape is an unaltered, curated low poly version of the physical world. Base bubbles of players are placed on this landscape, at a location of the players' choosing. The link to the metaverse is the game architecture in how the game is built to incorporate interactive physical world elements, and a related platform where the game assets and infrastructure could be used for physical world knowledge mapping, similar to OpenStreetMaps.

The game contains challenges that happen in mirror worlds, where different aspects of the physical world is mirrored or distorted, and where elements of the physical world can be modified or interacted with to solve the challenges.

Home base is a bubble, where you can do whatever you want. It's safe, so for someone like me who doesn't want to do combat i can just do my breeding game or farm sim or whatever.

Inside the base bubble the player can select a target area that does not need to relate to the physical location on the map, it is a fresh instance, but limited area/resolution. The player can choose to include the whole Earth in their bubble but at a low resolution, or a small area at high resolution, for example. The elements that are altered in the challenges, for example gravity, height distortions, rainfall etc can be altered by choice by the player inside the base bubble.

In this way players may want to co-locate on the base layer to be able to find each other and invite friends in, but within their home base bubbles choose a different area of the world they would like to play in.

Contact: [@indiebio](#)

↑ 1

0 replies

Category



Show and tell

Labels

None yet

1 participant

