

The game's story is about an extreme famine that broke out which is portrayed in the tangline . The lore behind my game is that this extreme famine resulted in the downfall of humanity . The game's setting is meant to represent a courtroom this correlates to humanity trying to be fair with the little food they have left . the player's actions could deeply affect the outcome of the game by resulting in them dying from starvation because they were unable to collect all the points . players will collect points by moving through it in order to score . This connects to the game by showing the player the results of a great famine if all the points aren't collected