

Undigitized

A game about a fictional way to take digital objects into the real world, its impact and its consequences.

Science fiction

It is impossible to take digital objects and make them into physical objects (unless you are printing paper, or certain 3D printer objects) there is no possibility of this being possible. If there was, more effort would go into it than there would be in things like cancer research. If it was possible, every government in the world would be trying to utilize this power, as the first government to do so could spawn enough equipment to take over the entire world in less than 1 second (if a country spawned 44 billion tanks, no-one would dare fight them, they would just surrender, as they would be faced against more tanks than the world has people)

Game programming and statistics

Write in: GDScript, Python, GLSL

License: GPL3

Source model: Free, Libre and Open Source Software

Age rating: Varies, can be E, E10+, T, or M (depending on how you play the game)

Aspects

- A plethora of scenarios
- Open world game

Scenarios

1. Create some :)

Trivia

I thought of this idea when playing AdVenture Communist on 2023, April 22nd, but didn't write it down until the night of 2023, April 23rd (before 2:00 am)

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