2D platformer Robot Life

Mechanic:

Manpulate game world using in-game coding/scripting

storyline buildup from ‘bad environment’ to ‘desired environment’

programmable objects in environment

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computerjete tegenkmen!

-> code aanpassen

robot zelf programmeren

deuren/objecten/ladders aanpassen

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abillities unlock

* unlock new scripts (NoCollsion, AdjustSize(), etc..)

engine: Phazer