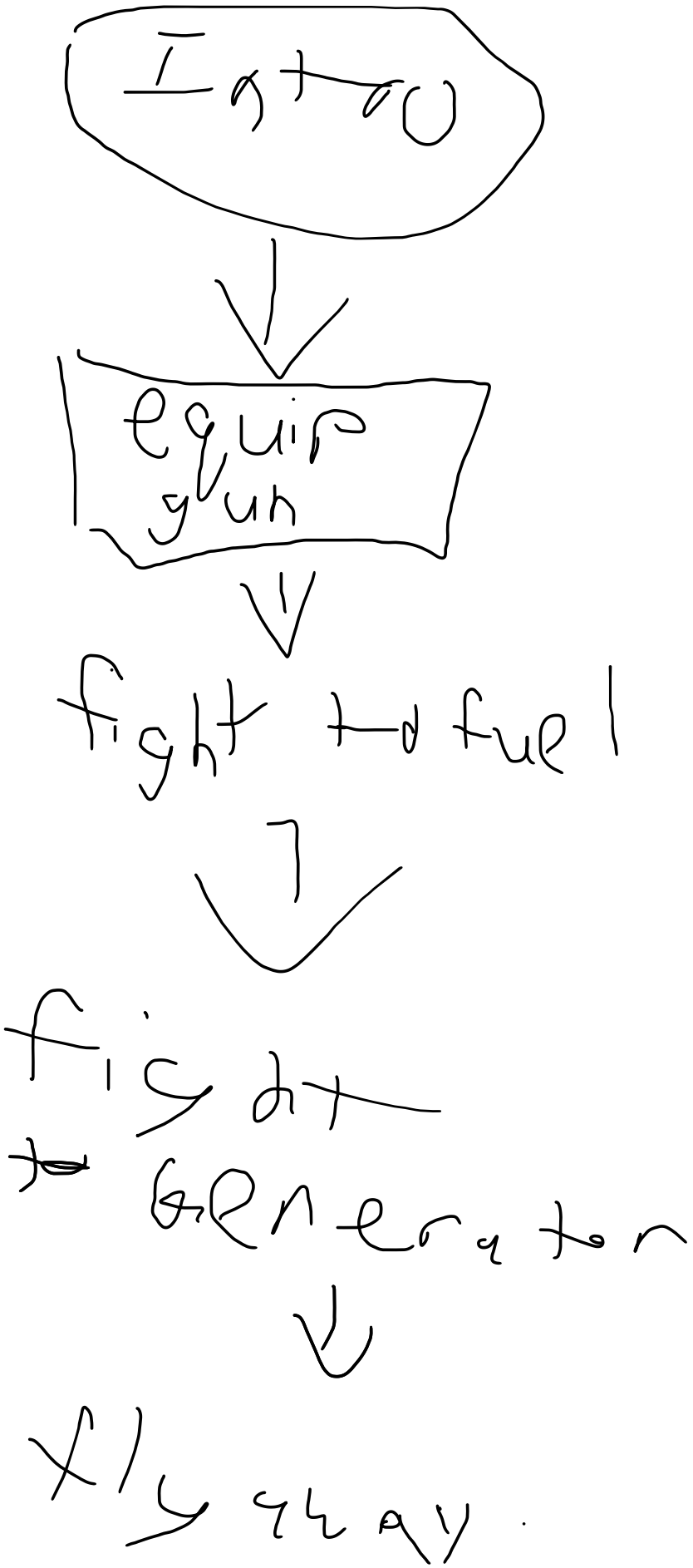
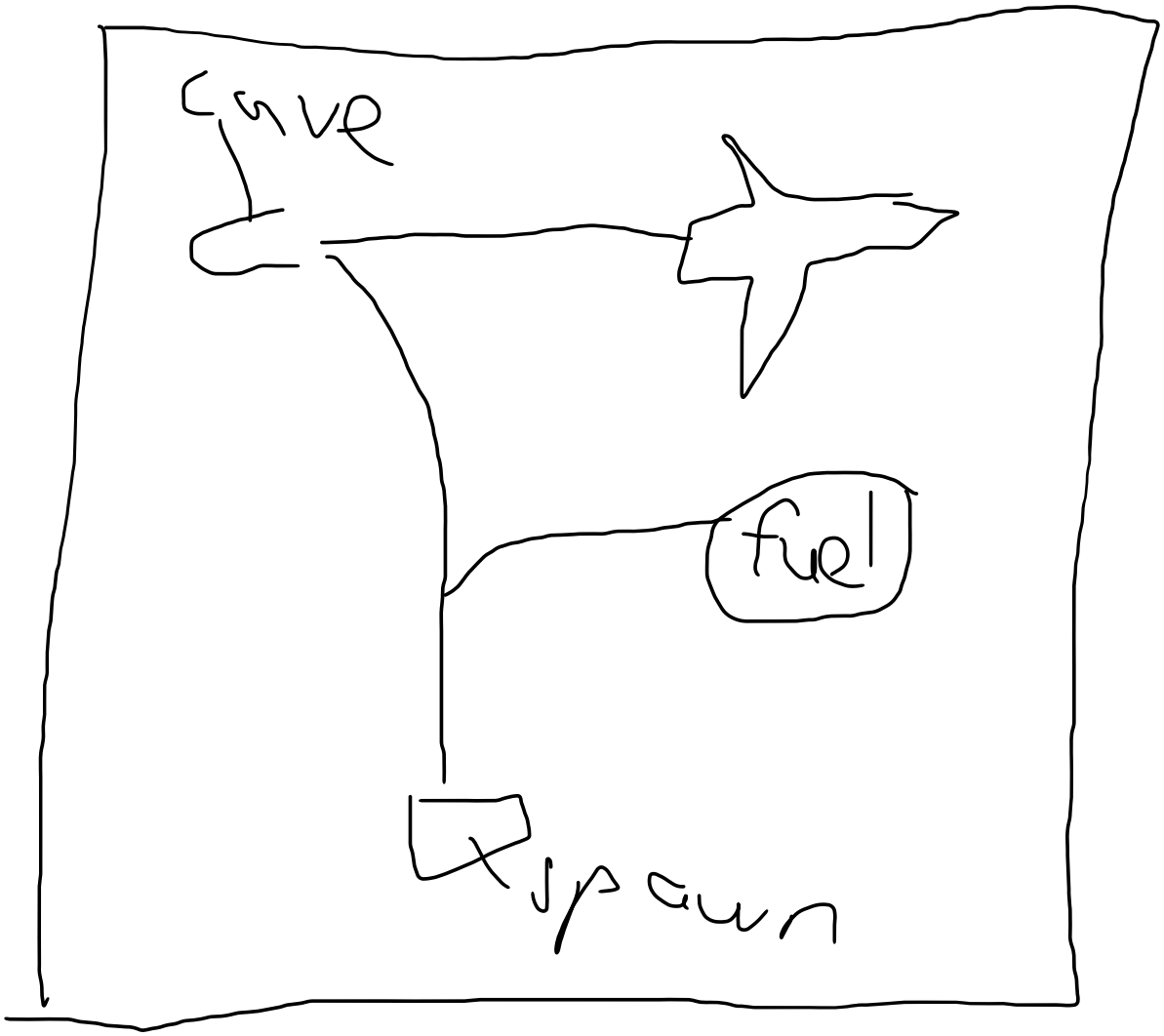
The story of this game is that there is a space explorer that encountered a engine problem this caused the spaceship to have a catastrophic failure and he had to escape in a escape pod. The player has to get a replacement engine that was a sacred object of a local tribe this makes the player to have to acquire it by force. The player has to also gather quantum fuel that is the “life essence” of the locals

Some constrains are that the player height and size cannot be changed

The game is a first person shooter and adventure game I wanted to implement different player types but was unable due to time constrains

Bubble Map


Intro
equip gun
fight to fuel
fight to generator
fly away.

Rough map