

Executive Summary

Roboleon is a humorous and dystopian story-driven game, focusing on a unique character design and puzzle solving. This is all accompanied by an enigmatic ambience conveyed through the art and sound design.

The Facts

Title

Roboleon

Genre

Third person exploration game

Target audience

The explorative player type

Platform

PC

"What do you get when you mix a robot, rebel and a chameleon?"

ROBOLEON

- ▶ **Unique Character design and movement system**
- ▶ **Procedural Physics based character animations**
- ▶ **Captivating art and sound design**

On the way to a new and promised planet, a spaceship with an entire alien civilization gets struck by an asteroid.

With the help from a broken AI system, it's now up to the old maintenance robot, Roboleon, to fix the ship and save his creators from extinction.

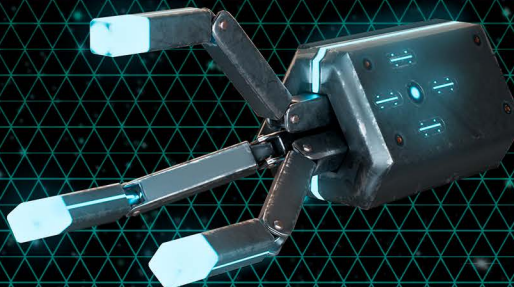
But not everything is as you would first assume on the new beautiful planet...





Extinguisher

Put out fires in the broken spaceship



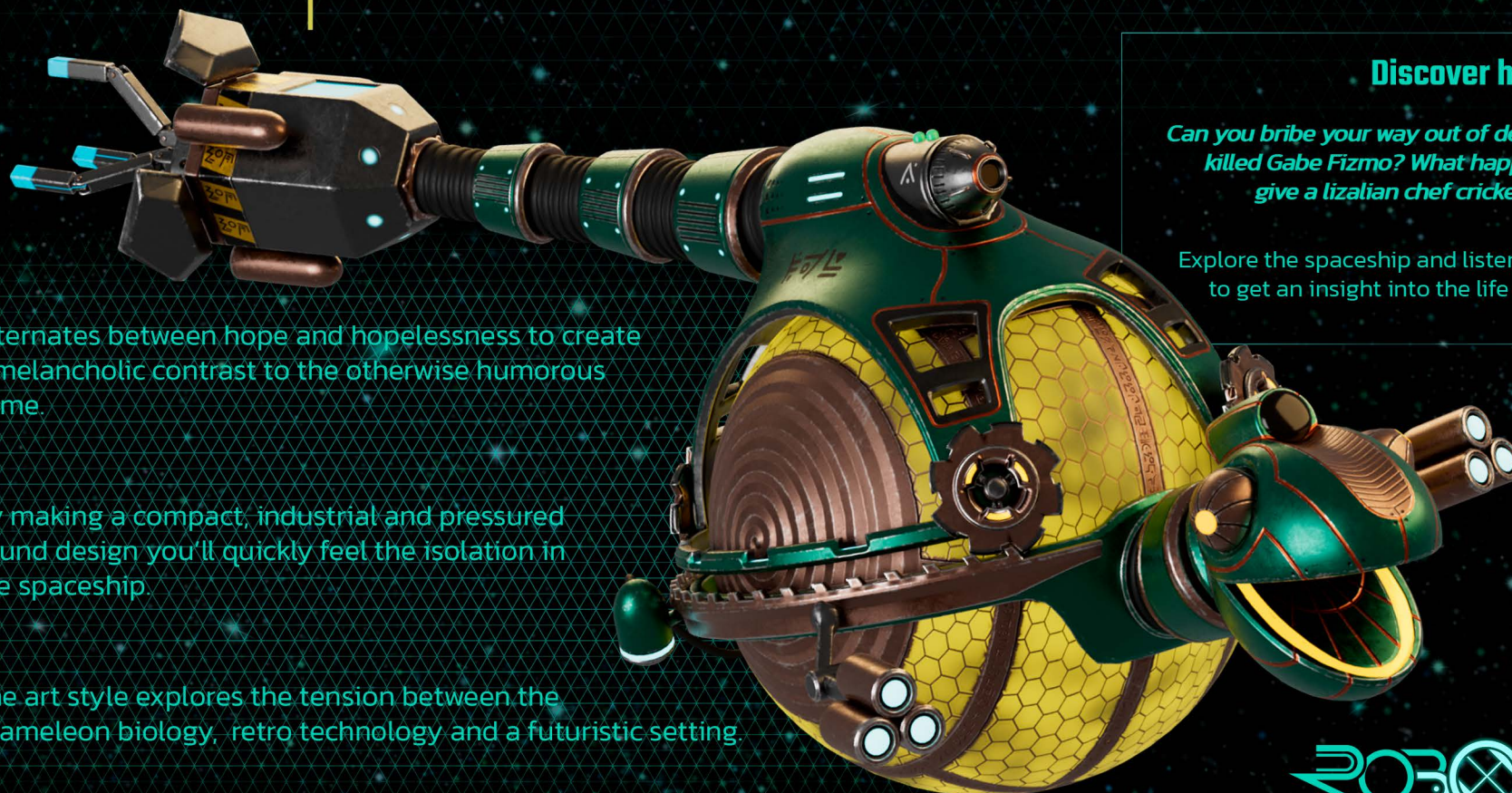
Attractor

Move and pick up objects



Omni Tool

Screw and interact with panels around the ship



Discover hidden plots

Can you bribe your way out of deep sleep? Who killed Gabe Fizmo? What happens when you give a lizzalian chef crickets on lizzardo?

Explore the spaceship and listen to audio logs to get an insight into the life of a Gekonian.

Music

Alternates between hope and hopelessness to create a melancholic contrast to the otherwise humorous game.

Sound

By making a compact, industrial and pressured sound design you'll quickly feel the isolation in the spaceship.

Art

The art style explores the tension between the chameleon biology, retro technology and a futuristic setting.