

UNSEEN GALAXY

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Present

CRUEL MOTHER NATURE

The theme for this game should be directly linked to nature and how it can be harmonious and beautiful but also cruel and chaotic. Duality is at the core of this theme!

Key Design Elements that should be featured:

- Nature (plants, vegetation, fruits/veg or animals)
- Characters, interactive components or mechanics that have dual use (For example, with both positive and negative effects for the player)
- Embrace the visual diversity and chaos seen across nature

Submission Expectations

The following components must be included as part of the submission:

- One 'level' featuring set within a nature-filled environment (For example, a farm, a jungle, an overgrown city or an otherworldly forest etc.)
- One character with visual or mechanical ties to nature
- At least one mechanic that ties into nature

- Submissions are subject to the approval of:
 - CONCEPT PRESENTATION – a pre-production presentation which pitches the idea of the game
 - GREENLIGHT PITCH – a presentation of the final game which will decide whether Unseen Galaxy will publish the product

Other Rules:

- It can be 2D or 3D and can use any visual art style
- Can use any game engine accessible within the Unseen Galaxy project
- Should feature a 'Front End' / aka start menu, flowing into a level and be 'completable'
- All games must adhere to itch.io's and Unseen Galaxy Content Guidelines
- All games published games will need to be submitted via the Unseen Galaxy submission form
- Games must not be submitted until they have passed the Greenlight Process