MESONOXIAN

Description

Mesonoxian is a 2D, platformer that follows the exploits of a thief called Vesper. The game has a heavy emphasis on movement, with simple mechanics that work together to create an exciting and challenging player experience. The player relives Vesper's greatest heists across five unique environments ranging from harsh slave mines to the relics of a ruined city to relieve the wealthy and corrupt from the burden of their possessions. Mesonoxian harks back to a simpler time, when video games were fast, challenging and above all, fun!

Features

• Challenging, fast and fun gameplay drawing inspiration from 2D platformers of yore
• Compelling and original story including engaging cut scenes
• Fully realised auditory experience including original voice talent and sound effects
• 5 unique environments which challenge the player's abilities
• Fully hand drawn characters, environments and obstacles

Paul Attrill
    Lead Programmer, Level Design Coordinator
Aran Cauchi
    Project Manager, Sound Designer
Adam Zulkilfly
    Lead Designer, Document Coordinator
Jeremiah Walter
    Testing Manager, Level Engineer
Conor Vanston
    Character Designer, Story Coordinator
Benjamin Makepeace
    Lead Artist
Leo Febey
    Specialised Feature Manager
Chris Gathercole
    Lead Engine Programmer

GENT X