

Forum:[Hack Forums](#)

Thread: [Old drawings of mine on a game I was developing.](#)

Mr. Robot - March 29, 2017, 9:03 pm

So basically I was creating a game a while back for android- the basics are a computer wall basement type menu screen with a couch and rubbish everywhere - when you load into the game it will zoom in on the screen and load back out to your character sitting in their sims styled room.

You could unlock items such as a V for Vendetta mask or other clothing and as you progress through the game the room gets darker/messier but you would be able to upgrade computers and so forth.

You would basically be a miner for coin depending on your equipment at any stage in the game and you would be able to hack people/things to progress.

It was in early stages of development but I found some drawings from last year - my mate put it the best with his description

Quote:It's a game about being a hacker with customization on appearance and a sort of cumulative money system with micro transactions.

Here are the awful drawings.

<https://imgur.com/a/mHAoQ>

We were working on things like characters getting fatter over time and just funny shit like that - You would start off with just a bed and a simple old CRT monitor and overtime upgrade to multiple screens and other fun shit. It would be interactive with other players.

Kashira - March 29, 2017, 9:05 pm

Is that Omni, first page bottom left?

Jokes aside, I couldn't even imagine making a game.

Mr. Robot - March 29, 2017, 9:06 pm

(Mar 29, 2017 09:05 PM)Kashira Wrote: [\[CITE\]](#) Is that Omni, first page bottom left?

Jokes aside, I couldn't even imagine making a game.

Haha horrible drawings but this was like the base of all - with the original brainstorm and whatnot

hunterr - March 29, 2017, 9:23 pm

Are you gonna finish it?

It sounds like fun

SID - March 29, 2017, 10:00 pm

you can draw a lot better than me lol

Mr. Robot - March 29, 2017, 10:00 pm

(Mar 29, 2017 09:23 PM)hunterr Wrote: [\[CITE\]](#) Are you gonna finish it?

It sounds like fun

I think it would have been a really dope game however no I don't think I will continue with it on my own.

Dan Siebels - March 29, 2017, 10:07 pm

(Mar 29, 2017 10:00 PM)Mr. Robot Wrote: [\[CITE\]](#) I think it would have been a really dope game however no I don't think I will continue with it on my own.

is there any screenshots of the actual game? do you still have the files and what engine was it on.

Mr. Robot - March 29, 2017, 10:19 pm

(Mar 29, 2017 10:07 PM)Dan Siebels Wrote: [\[CITE\]](#) is there any screenshots of the actual game? do you still have the files and what engine was it on.

Nope all of it was lost a while back - was building it using unity.

Dan Siebels - March 29, 2017, 11:27 pm

(Mar 29, 2017 10:19 PM)Mr. Robot Wrote: [\[CITE\]](#) Nope all of it was lost a while back - was building it using unity.

unity is differently one of my favorite engines its great that they let you use it for free with just a splash screen.

concurrent_racer - March 30, 2017, 12:25 am

It very hard to interpret someone else's ideas. But they look fun, are you thinking of making a nonlinear gameplay?