

EVOLUTION CYCLE

Description

Evolution Cycle is a 2.5D fantasy styled game that uses Power inputs from a static bike to control gameplay. You are tasked with cycling at different power outputs to overcome obstacles and traverse a once magical forest to fight the enemy and restore magic to the world.

Logos

Game Logo



Developer Logo



Supported Platforms

Microsoft Windows 10

Credits

Rhiannon Nash – 1902156 (GDP) - Producer

Federico Ripley - 1805083 (GDP) - Level Designer

Atanas Tyanev - 1903318 (CGAD) - Programmer

Thomas Ballantyne - 1900512 (CGT) - Programmer

Sarah Belgrove - 1905345 (CA) - Animator

Cole Morton - 1905824 (CA) - UI Design

Marc Hilton – 2003021 (CA) - Environment Design

Matilda Clarke - 1902480 (CA) - Character Designer

Contact Info

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