

OVERVIEW

Our game idea is inspired by the Great Green Wall (GGW) of the Sahara and Sahel Initiative adapted by the African Union. The initiative aims to ultimately stop desertification and land degradation in the Sahel zone by implementing a mosaic of various locally adapted projects.

- Fight against desertification
- Manage your resources
- Restore and regreen the land
- Grow crops and supply the population



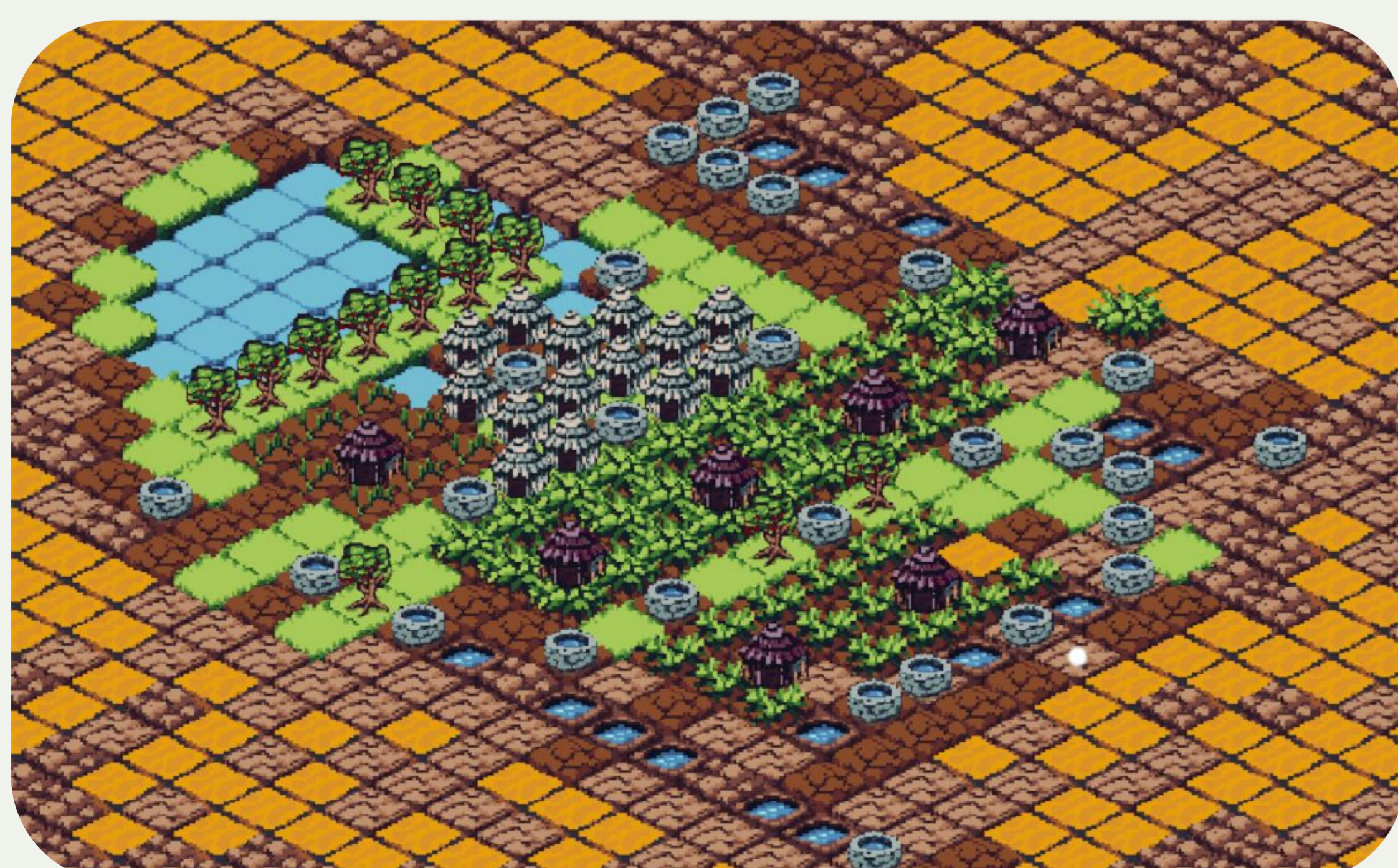
- Turn-based Strategy
- City Builder

GAMEPLAY

- Choose one of our levels to immerse yourself in our game
- Build your village and manage the resources to make your community great again



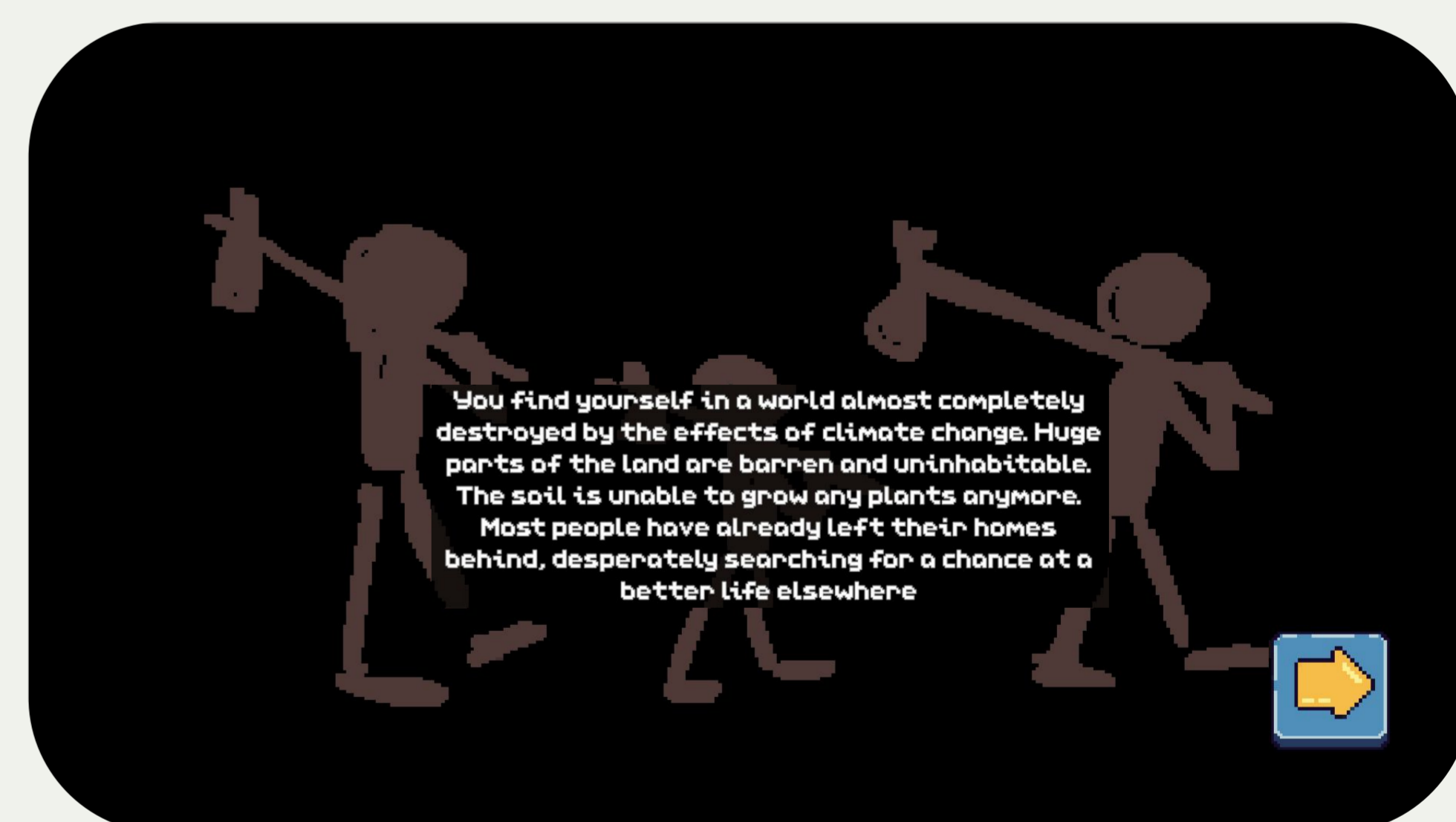
- Enjoy the cozy vibe of the village, while you embrace your base-management skills
- Learn ways of farming used in the real life



STORY

You find yourself in a world almost completely destroyed by the effects of climate change. You and a small part of your community live in a vacant region that hasn't been able to sustain itself in years. In an attempt to fight imminent desertification, you try to lead your community in their endeavor to reclaim your home once again.

Based on your research on the Great Green Wall you develop a concept to revive the land. And that, in just four years' time.



FEATURING:

- Dynamically changing environment & seasons
- Multiple levels and challenges
- Cozy Music
- Cute pixel graphics
- Some challenge for your brain, but not too much, so you can have some power left for exams :)