

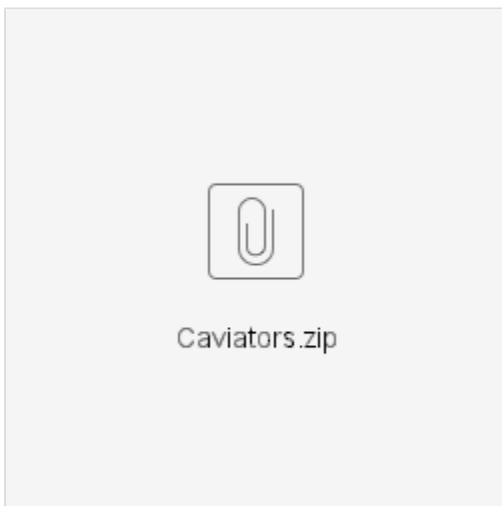
Caviators

Two cavemen decide to catch bird the only way possible: Grab a net, jump off a cliff and stretch the net between you while you glide towards mother earth.

While falling, they have to manage stalking birds, stay in the air (with patented stone age physics), all while not losing their prey from the net. After returning to earth, they upgrade their clan with the only known resources: birds, more birds, bigger birds. All of this is presented in an abstract cave painting style.

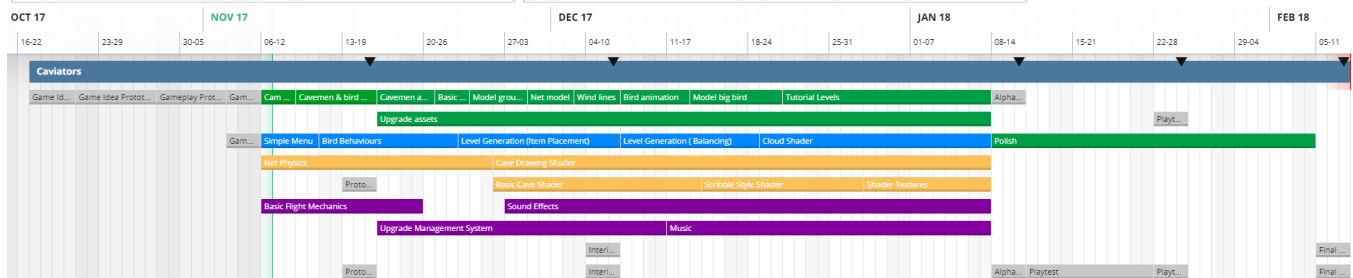
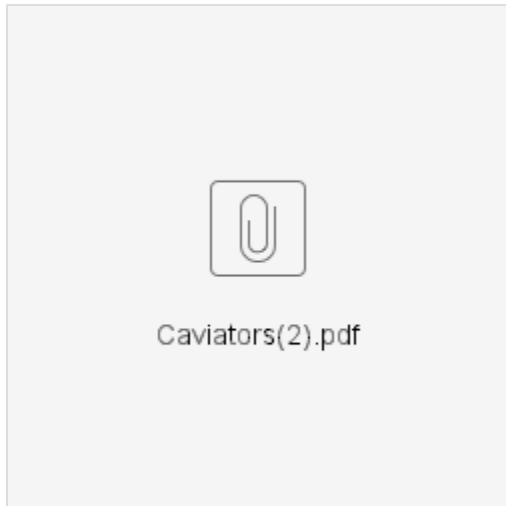
"Caviators" is a 2D singleplayer arcade game about controlling two gliding characters, catching birds and upgrading to catch even more birds.

Download



Trailer

Chapter 1: Game Proposal



Chapter 2: Physical Prototype



Chapter 3: Interim Report



Caviators_Interims.pdf

Chapter 4: Alpha Release



Caviators_Alpha2.pdf



Caviators Alpha Presentation.pdf

Chapter 5: Playtesting



Caviators Playtesting Doc.pdf



Caviators Playtesting Slides.pdf

Chapter 6: Final Release



Caviators Final Report.pdf