

Antegods

Action, Other

Antegods is a fast-paced, arena shooter set in a universe where civilizations around the galaxy vie for power in tactical battles. Two teams of spacefaring Mayans pilot enormous stone Totem statues battling and collecting energy in order to activate a colossal Titan statue to rain down destruction upon their opponents.

We are mixing ancient culture and science fiction to create a unique style which we have dubbed 'Stonepunk'.

With Antegods, we are creating an original, attractive intellectual property, mixing ancient culture and science fiction, aimed at a young audience. It will feature procedurally generated worlds making every battle different and pushing players to outplay their opponents.

The videogame is the core of the project, but we are also expanding the universe with the accompanying comic book series. The comic book will tell the backstory of the Totems discovery and why the tournament exists.

My current needs

We are currently looking for funding so that we can finish Antegods.

Platforms

PC, Xbox, Playstation

Regions

Europe, North America, South America, Australia, Other Western, Japan, China, Korea, India, Other Eastern

Audience

Midcore

Game status

First playable

Movies

<https://www.youtube.com/watch?v=Hz2lwFuPGvQ>

<https://www.youtube.com/watch?v=N2Tz1ISNxRs>

https://www.youtube.com/watch?v=6qw3zQjA5_w

Website, social media and other links

www.antegods.com

<https://www.facebook.com/codeglue/>

<https://twitter.com/codeglue>

<https://www.youtube.com/user/codegluetv>

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About the developer

Codeglue

Netherlands

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