

The epic video game...?

public universal game / the universe / the cloud / triangle network

- screenshots
- levels
- quests
- texts / libraries
- archive from the future
- the universe is expanding in triangles
- the cloud
- locations
- the map (starfish map/ world))
- speed run possibilities
- music- horizontal / vertical
- lore
- history
- mythology / religion
- deities
- characters
- ecosystem
- biology
- eras/ time/
- astronomy / moons / constellations etc.
- technology
- epic creatures
- language
- laws of physics
- the daily life (at 1:1 scale?)

The video game as the public universal library / a version of it ?!?!?!

The epic taoist creatures explore the cybernetic meadow's complex ecosystem in the video game Neonatus.exe. It is a trans-dimensional spacetime cybernetic starfish videogame experience which is a living creature that allows the transfer of data between this universe and that universe.

The video game is set in the imagecene and it's forcing us to live in a world full of images. Of all the possible worlds that the universe could imagine, it is just a girl that the Imagecene can't imagine. Some images can also breathe. However, I wanted to create a more biologically inspired world. For instance, there are many creatures who have rhythmic breathing, for instance, the Prongs of Hope family. They move through the air and the mucus that drips off the images acts as a sort of sonic material, making them breathe and move in a symphony of music, just like the visuals themselves.

"I wanted the image to be a maze, a complete circle, rather than a simple visual composition," says Wilson. "Even the human eye can only see a small area of a scene at one time. What I wanted to create was a high visual flow of complexity, much like an infinite maze that has many paths that all lead to the same end point."

The game is the perfect opportunity for anyone to create a visually intense and visceral experience, creating visuals is like a child learning to draw and paint. I like to see the child-like curiosity that I find in my players as they explore this dark world.

The world is a melting pot of disparate cybernetic personas. Crossing the threshold into the darkest dimension, you can find yourself surrounded by electrified cyborg bunnies, jungley monsters, mutated glowing echinoderms.

Neonatus.exe is a completely free, public universal game (WCG 2006, IEC), open source and will be used as a model for many new games in the future. This has been made possible by people who are also supporters of the Cyberpunk dream, a great example being Richard Casell, the godfather of Cyberpunk and creator of the Videopad, a device which allows PC's to function as networked-immersive videogame machines.

Hactivism...

Hactivism is a sub-genre of activism which is best described by hacker poet Anonymous. Here hactivism refers to a diverse set of activities, activities which were predominantly known as illegal and are now legal (as well as other questionable actions, such as spamming). Hactivism is best understood as hacking with a conscience; activists using the internet to raise awareness about injustices and promote social change. This can include illegal activities but some consider hacking to be an ethical activity, and use such activities as a means of protest rather than simply as a malicious attack.

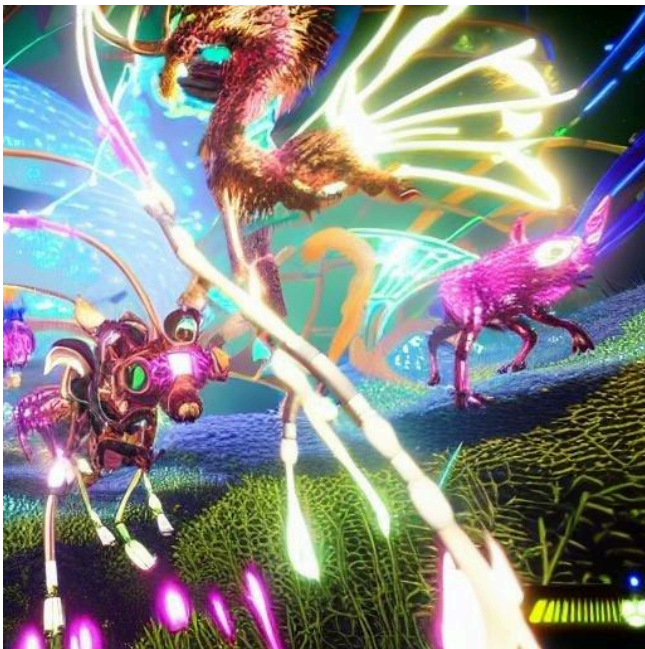
Usership ...

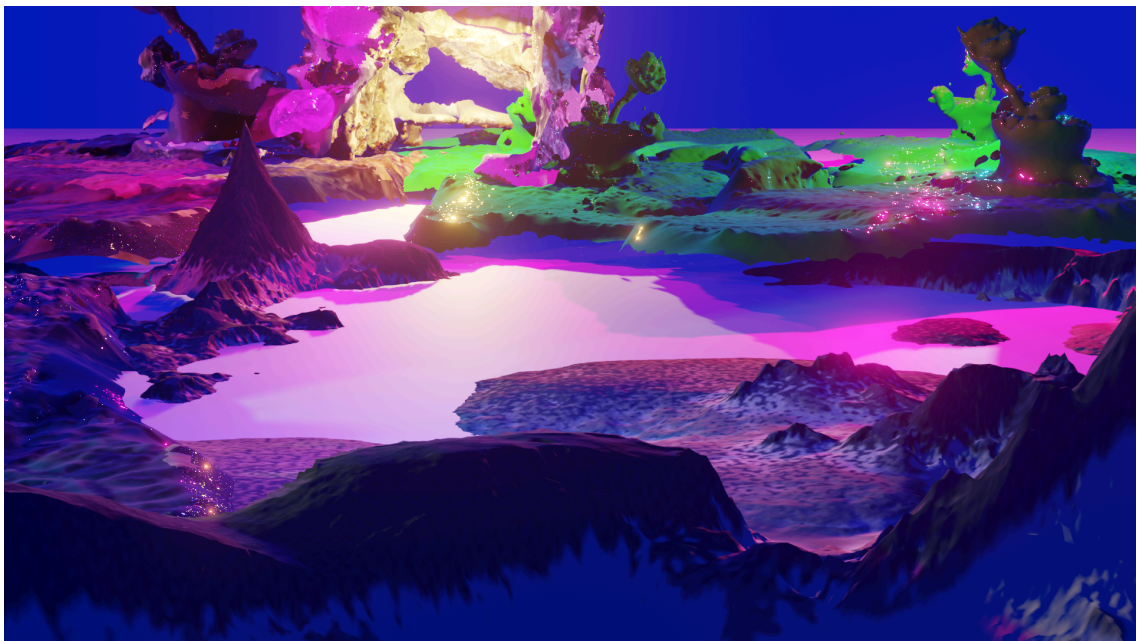
The video game is usable artwork, the user builds the game through gameplay. AI and procedural animation in video games are now at the forefront of computer graphics.

We are defining ourselves as a hactivist game with the intention to connect people to the Internet through play, incorporating viral game mechanics into the interface to challenge the viewer to think critically about how they are using their gadgets. An individual piece of artwork can represent an entire theme (e.g. Tech-Juice) and can be viewed as one continuous, multi-media story, using the concept of "flavor text". The game should have an emphasis on interaction, leading you to play with the environment and draw your own conclusions.

These interactive animations can be implemented through dynamic rules-based logic and player feedback, as well as written rules. These rules should be able to be updated in real time, integrating both semantic and interpretive elements. The rules could also be dynamic, meaning you could give your own interpretations and rules for each player. Here the rules will need to be shared by all players. This allows for players to assume the role of the game's author (forcing you to be a community editor as well).

Screenshots





list of the epic taoist creatures

venus human trap

cybernetic chameleon

dinosaur 2x2

nest robber

a giant flea

an alien drone

a flying fox

a panda

a giant parrot

fire fiend

that skull walking beetle

a knight

a butterfly

a bubblehead

a sea underfellow

bioluminescent jump crawlers

storm dragon

a jade spider

plague lord

a bell vampire

a fog crawler

a jellyfish

a giant cockroach

a bee zoo

a necromancer

a gargoyle

a swamp beast

an alien web insect

an outphotographer

a sneezing angel

an infected vampire

a ganabage spider

a ruby vampire

a spitting sea devil

the stoopid

the swarm

the ghost of doom

the murloc

the window bug

thrall

a spice bee

a bedbug

a nakkarr

evil lumen

the wriggling octopus

the slinking ghost

a sugar snap crab

a burning ghost

lion balm

a cyborg mongoose

a griffin

an abomination

a phantom

a hungry ghost

a hydra

online game making sites/ software;

- <https://make.gamefroot.com/games/633119> << the good/easy one
- <https://www.easygamemaker.com/create>
- <https://www.wisc-online.com/gamebuilder>
- <https://signup.buildbox.com/downloads/bb3>
- <https://editor.gdevelop.io/>

- <https://www.rpgmakerweb.com/>

With LEVEL 2 & sound!!...

<https://storage.googleapis.com/users.gamefroot.com/4769664/game/633554/1674674479432.html>

Level three

<https://storage.googleapis.com/users.gamefroot.com/4769664/game/634993/1674835738086.html>

Project link

<https://make.gamefroot.com/games/remix/633554>