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Prepare for speed 3... 2... 1... GO! T.E.C. 3001

T.E.C. 3001 (Tesla energy collector) xBox indie game coming in August 2011

Phoenix team proudly presents their first game title, which is full of adrenaline excitement. You are in the role of a robot who was sent into virtual reality (by a human race). One of our team member/ animator described the game: "it is easy to learn but hard to master".

It is a 3D arcade game with 3th person perspective. T.E.C. 3001 is developed for xBox 360 console and it will be released on xBox live indie service. Project is in final stage and currently is being tested. The goal of the game is to collect leftovers of the energy for human kind in a very harsh environment . The game provides good sense of speed. To complete the levels you will need keen eye, quick reflexes and most of all persistence. Game is very challenging.

Handling the robot is based on three commands: jump, slide, charge. Also there are features like: Lunching pads, breakable objects and skydiving. Graphics is stunning and has Tron-ish look. Also one of the cool feature is possibility of changing themes - user can adjust color of environment. At the end of each level there is interesting statistics with funny ranks.

There are 21 levels. If you don't make any mistakes, you will need 1-2 minutes to pass each one. Some later levels require a lot of attempts and playing.

T.E.C. 3001 not only that looks good, but it is also fun. Check out our trailer:

<http://www.youtube.com/watch?v=T37Pgu5CN98>

We would appreciate if you do some kind of announcement, preview or news article about our project. If you are interested we could send you redeem code to try the game.

The game will be released in August. Phoenix game studio participates in Summer Uprising event with this project.

About Phoenix Game Studio

Phoenix game studio is a small studio whose motto is "Play it, love it, create it". Studio is located in city of Nis in south Serbia. The team was born during the collage days. All of three members possess knowledge in: programming, modeling and animation. They are very ambitious and they want to push their talent to the limits. This is the first official game but not the last one.

Contact

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