

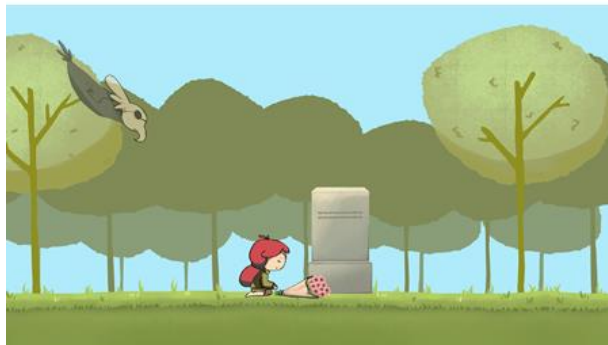


PRESS KIT

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TITLE: Anemone
GENRE: Puzzle, Side-scroller
RELEASE DATE: September 3, 2015
GAMEPLAY LENGTH: Approximately 30 minutes
PLATFORM: Android

Screenshots



Description

A mini-game about Anemone, a young girl whose mother had passed away. Drag her through 5 stages of grief to help her emotionally recover from her loss. Find the angels who could tell her mother's story and help Anemone relive her most precious memories.





Awards

Anemone was originally a capstone project by College of Saint Benilde students (team SirMoonSheep) under adviser Dr. Lapa (DocB). The pre-alpha version of this game, which was then only available on PC, won three awards at the Philippine Game Festival 2014 Game On student competition: Best Narrative, Best Art, and Game of the Year. It was also Best Capstone Project in the very first Incendium 2014.

Video

Link: <https://youtu.be/mqPdI33gqyg>

Core Team: SirMoonSheep

Artist & Story Director: Cherish Socro

Programmer & Designer: Dyle Ouano

Designer: Silver Reynoso

Support Team: Senshi.Labs

Sound Designer: Nhyne Junio

Lead QA: Erin Isobelle Yap

Volunteer Testers: Tricia Monsod, Sheryl Lim, Jojo Yango, Cameron Russell

Producer: DocB

