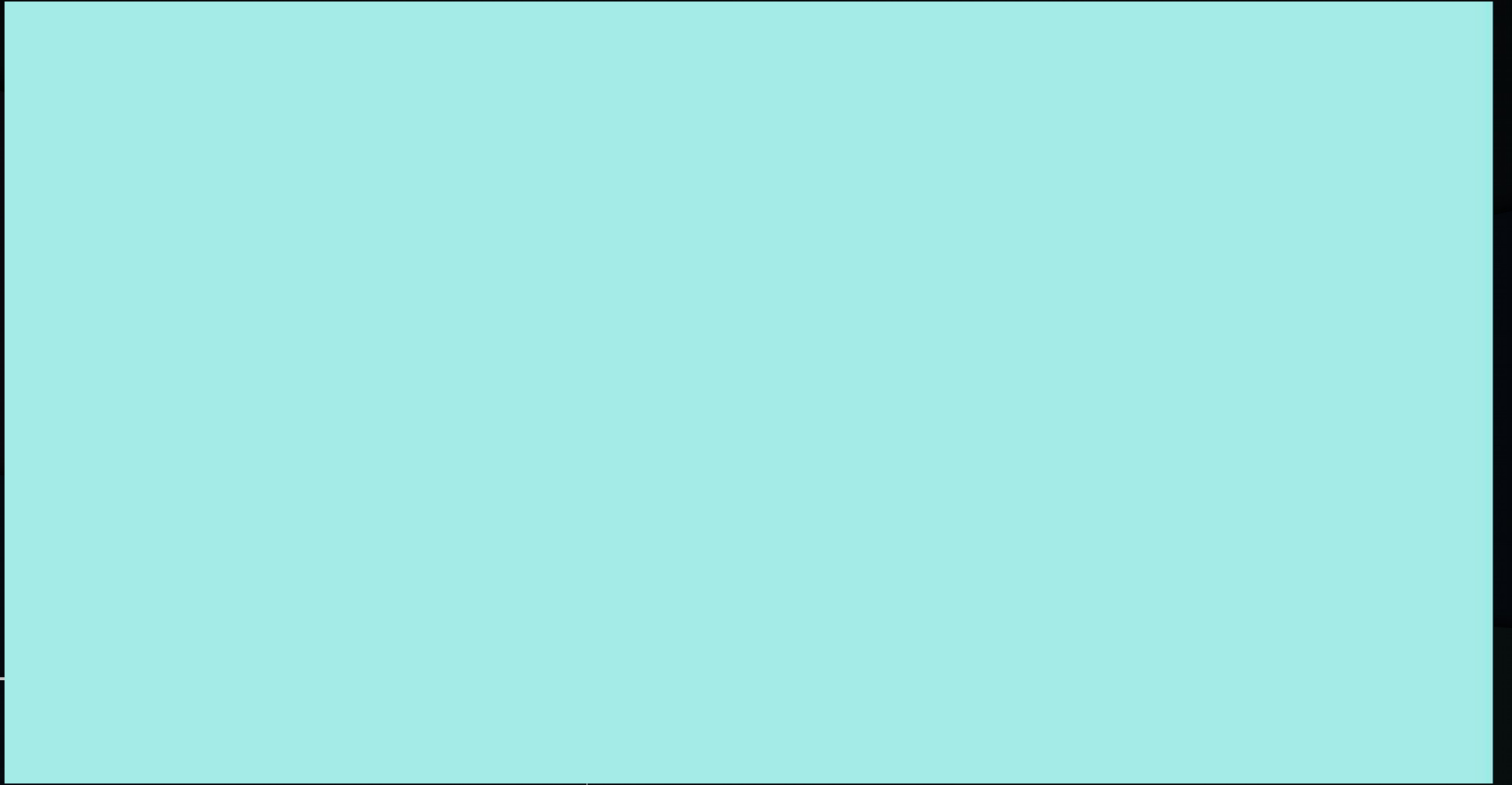


Vegan

**on
a**



Desert Island

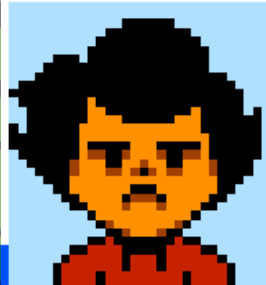






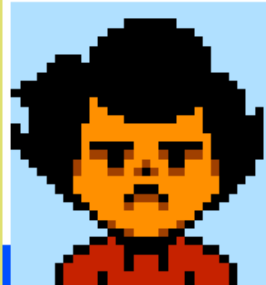


ID CARD



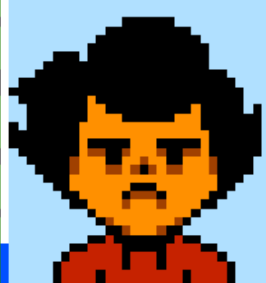
Rachel
U.S.A

ID CARD



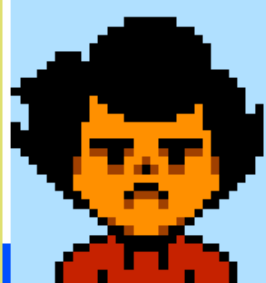
Rachel
EVOLV

ID CARD

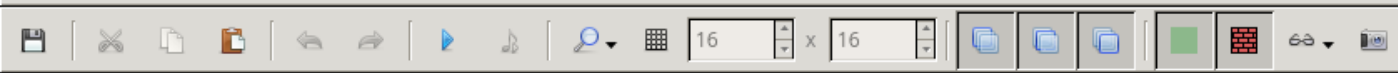


Rachel
TRANSCEND

ID CARD



Rachel



- File
- voadi
 - enemies
 - entities
 - fonts
 - items
 - languages
 - logos
 - maps
 - _stage
 - _test
 - _unused
 - beach
 - castle
 - woods
 - 0000
 - 0000.lua
 - overworld
 - overworld.lu
 - musics
 - scripts
 - shaders
 - sounds
 - sprites
 - tilesets
 - main.lua

Dialogs en | Map overworld

Map id:

Description:

Size: x

Layers: to

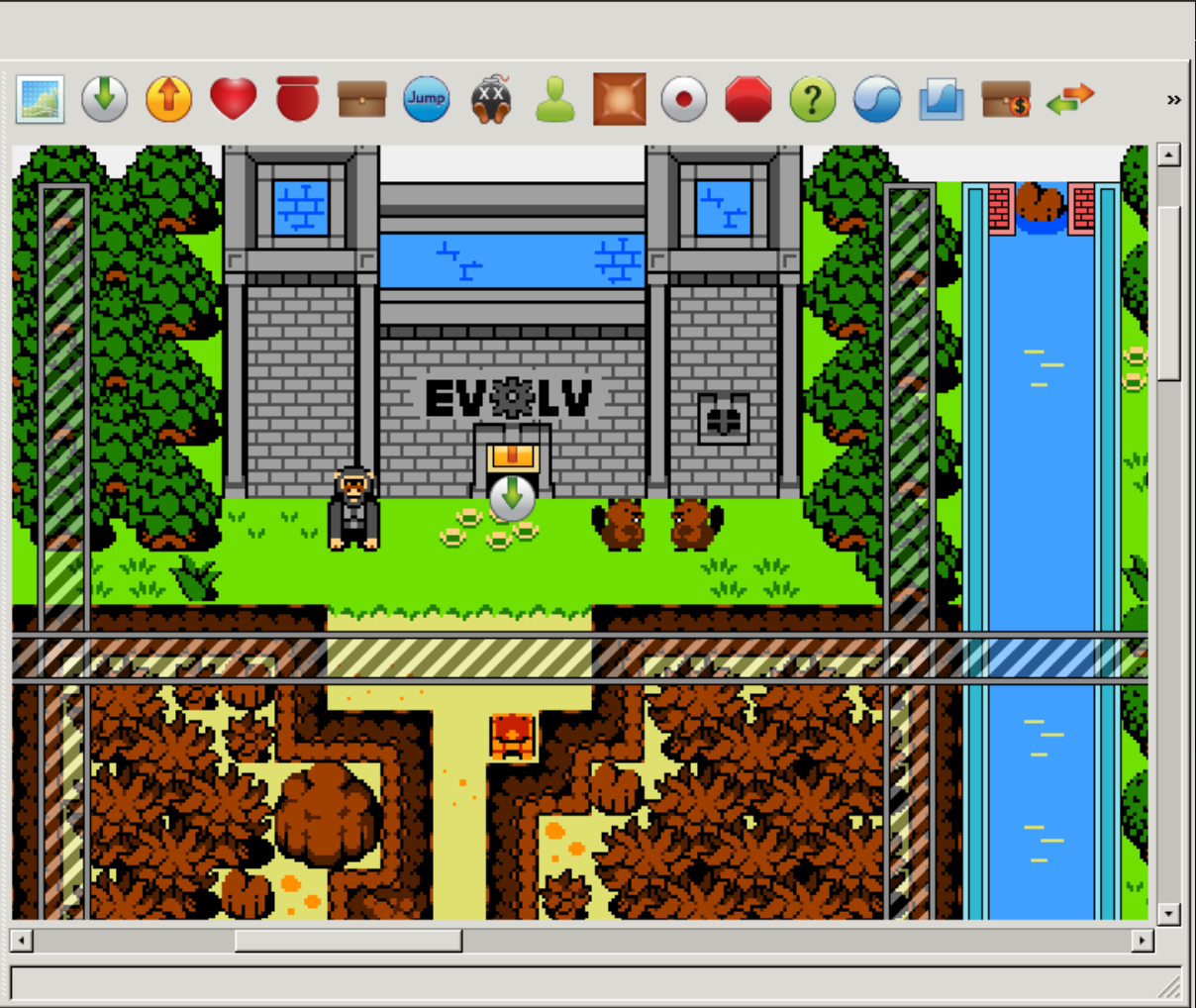
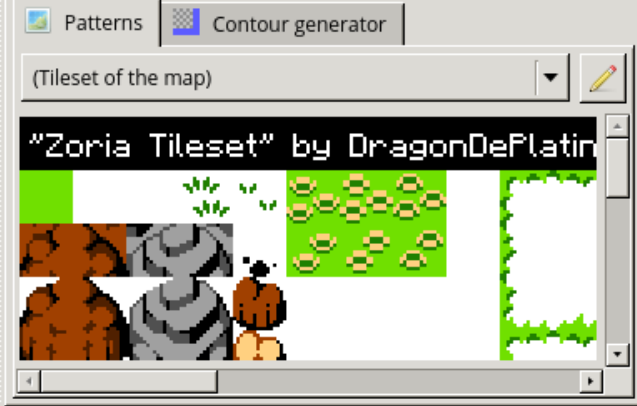
Set a world:

Set a floor:

Location in its world: ,

Music:

Tileset:



VOADI's goals

- Emphasis on design, characters, and story.
- An original Free Software game, including all free art, characters, music, story, etc. (it meets DFSG for example)
- A meaningful and funny experience that people enjoy.

Follow the project!

- Website: voadi.com
- Code: gitlab.com/voadi
- Mastodon: [@voadi@mastodon.gamedev.place](https://mastodon.gamedev.place/@voadi)
- Matrix chat: [#voadi:matrix.org](https://matrix.org/#voadi)
- Support: liberapay.com/voadi

