# FLYING CAKES STUDIOS



# MECHANINES
## TOWER DEFENSE

## ABOUT THE STUDIO

A Flying Cakes Studios é uma incentivadora de projetos de jogos INDIE desenvolvidos no Brasil.

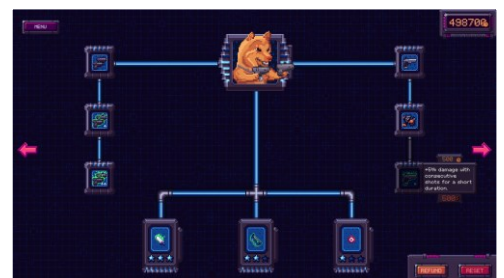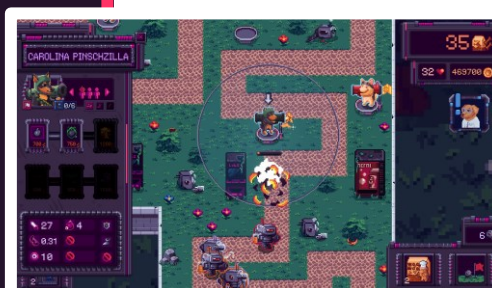## ABOUT DEVS

João Felipe Kecek Abrão e Camille Cardoso Regel são estudantes da PUC de São Paulo no curso de Jogos Digitais.

## PLATAFORMS

STEAM®

## SOCIAL MIDIAS

YouTube

Instagram

## DESCRIPTION

**Mechanines Tower Defense** is a **strategy** game that combines **rogue-lite** elements with the dynamics of **tower defense**.

Each match offers a unique experience: unlike conventional titles in the genre, the paths that enemies take are procedurally generated and infinitely varied, ensuring that no session is the same as the last. In addition, the **EvoDogs'** positioning points are random, adding even more variety and challenging players to explore new strategic and creative approaches.

## SETTING

In a dystopian future, where Earth is under the ruthless command of the **Mechanoids**, humanity's last hope lies in the loyalty and bravery of their best friends: the **EvoDogs** — an elite group of genetically enhanced dogs, trained and armed for battle!

As the commander of a squad of EvoDogs, your mission is to protect **Dr. Goldenise's PetLab**, a brilliant quantum scientist who is developing **Project Phoenix**, the last attempt to create a device capable of time travel to prevent the rise of the Mechanoids and save humanity.

## FEATURES

- Skill Progression
- Countless Strategic Possibilities
- Randomly Generated Terrain
- Global or Friends' Competition

## CONTACT

- info@flyincakesstudios.com
- camille.regel@flyingcagesstudios.com
- joao.kecek@flyingcakesstudios.com

https://www.flyingcakesstudios.com/press-kit-mechanines-tower-defense/