

Quick Facts:

Developer: Lumatap

Release Date: June 18th, 2020

Platforms: Windows

Website: lumatap.com

Game Web Demo: <http://lumatap.com/sqdemo/index.html>

Requirements: Windows 7 or newer 64-bit, Intel i3 or better, 2GB RAM, Intel HD 4000 or better, DirectX 10

Price: USD \$9.99

Availability: Digital Download

File Size: 230MB

Languages: English

Steam Store Page: https://store.steampowered.com/app/1141300/Sloth_Quest/

Press Contact: support@lumatap.com

Social: twitter.com/lumatapgames, facebook.com/slothquest, [YouTube](https://www.youtube.com/channel/UCv8v8v8v8v8v8v8v8v8v8v8)

Description:

Sloth Quest is a 2D climb and swing game.

Sloth Quest takes a twist on the typical platformer by allowing you to climb like a sloth. Take control of a sloth that can raise his arms, grab vines, and swing his legs, and navigate through over 30 levels of wild encounters and unusual obstacles.

Sloths can't move fast. You will not be running and jumping. Getting around as a sloth will require precise timing and methodical patience. Avoiding hazards and predators is key to completing your quest.

Game Features:

- 31 levels

- 3 big bosses

- customizable sloth

- 47 collectible items including 6 complete outfits and numerous small wearables

- 11 Steam Achievements

- Full controller support

History:

Sloth Quest started in 2013 as a fun experimental project. It grew into a playable, but small game. On a whim, we submitted it to Steam's Greenlight program (now defunct). It got a fair amount of attention but time went by

without approval and we lost interest. Suddenly, months later, we received approval, but by then we had moved on to other things. We also felt the game lacked depth and polish.

Years later in 2019, on the heels of publishing a small game on Steam, we decided to give Sloth Quest a second pass. After about a year of development we improved and expanded the game to what it is now.

Video Trailer:

<https://www.youtube.com/watch?v=g8dhbM9lk6o&t=8s>

Company bio:

Lumatap is an indie game development company formed in 2013 by David Wright.

We are a husband and wife team who each had different careers but started collaborating on games in 2018. We both began with art degrees but David ended up as a software developer in the gaming industry and Sung found herself as a CPA in the construction trade.

Credits:

David Wright: art, animation, sound & music, coding

Sung Wright: art, level design

Logos:



Screenshots:













