



## Factsheet

**Developer:**

[Lite Microsystems](#)

Based in Bucharest, Romania

**Release date:**

autum 2017 (TBA)

**Platforms:**

PC, Mac, Linux

**Website:**

[complikated-game.com](http://complikated-game.com)

**Engine:**

Unity 3D

---

## Description

A scrolling tile-based puzzle game. Inspired by its predecessors, the game gently intertwines classic genre mechanics with fresh new logic puzzles, cute crittes and fun-but watch out-AI monsters. You are playing as Julius the Fox who lives in an allegorical computer. Your mission is to find and save missing Kate, collecting Quantrons, saving trapped friends, avoiding bugs, malicious software and bypassing locked memory zones.

## History

CompliKATed was developed by Lite Microsystems, a small software developing team consisting of 4 people. Originally it was lead programmer's attic project then, one by one the entire team got involved. The game was built on two premises: dev team shouldn't get bored even when testing it extensively and second, logic gates are juicy enough to be used in mainstream puzzles.

## Features

- smooth and balanced controls
- beat the brain out puzzles
- original functional tiles: signal generators, sensor, timer, directional tiles
- classic and new mechanics fluently intertwined
- controller support
- 8 bit retro sound

## Story

Each 65536 ticks Julius sends Kate a packet. After 256 ticks Kate sends back to Julius an ACK and a beautiful packet cookie. This happened for millions and millions of ticks. Although Kate and Julius never met each other they were happy. One day, Kate didn't respond. Julius waited another 256 ticks. And another. And another, actually he looped the wait routine several hundred times, he didn't receive the ACK. Julius decided to search for Kate and that's how this story starts.

## Planned development

- game editor
- multi-language
- challenge mode

---

## Additional links

- [CompliKATed on Giant Bomb](#)
- [CompliKATed on IndieDB](#)
- CompliKATed team credited on Vex Vaudlain's ["6 Painful Challenges Of Indie Game Development"](#) , Niume

---

## About Lite Microsystems

Lite Microsystems is software company, founded in 2002. The small, but agile team takes pride in their proprietary web engine, Liteweb. Their first public game project is CompliKATed.

---

# CompliKATed team

## **Liviu Marinescu**

Programming, game design, sounds

## **Andreea Marinescu**

PR, level design, testing

## **Alin Maniosu**

Graphics, Level design

## **Ioana Sima**

Video

# Contact

## **Email**

[contact.complikated@litesoft.ro](mailto:contact.complikated@litesoft.ro)

## **Twitter**

<https://twitter.com/CompliKATed/>

## **Youtube**

[https://www.youtube.com/channel/UC99vY1g8zdL3fTHfhE\\_iZjw](https://www.youtube.com/channel/UC99vY1g8zdL3fTHfhE_iZjw)

## **Facebook**

<https://www.facebook.com/ComplikatedGame/>