



CONCORDIA STUDENT DEVELOPMENT INVITATION

CHRISTMAS 2026

HELP US BUILD A DIFFERENT KIND OF GAME - AND A PLAYABLE FIRST
WORLD BY CHRISTMAS 2026.

Journey to Eden - A NuVo World
Created by Ross Harvey

JOURNEY TO EDEN

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Help us build a different kind of game — and a playable first world by Christmas 2026.

**WHAT IF THE OBJECTIVE OF A GAME WASN'T TO
CONQUER THE WORLD —
BUT TO MAKE THE WORLD BETTER?**

THE BIG IDEA

Journey to Eden is a new game concept built around an unusual measure of success: not how much the player owns, defeats or controls — but how well the community is doing. Players encounter recognizable human challenges such as food security, loneliness, housing, transportation, health, education, environmental pressures and social isolation. Their task is to imagine solutions, make choices, build systems and experience the consequences.

WHAT MAKES IT DIFFERENT

We envision a living community simulation in which decisions ripple outward. Resources are finite. People have needs, relationships and aspirations. Solutions can create new problems. Cooperation can unlock possibilities that competition cannot. Artificial intelligence can eventually help characters, events and community conditions respond dynamically to the player's choices.

THE FIRST MILESTONE

DECEMBER 25, 2026

A small, compelling, playable first version — not the entire dream, but enough to let people enter the world, understand the premise and begin playing.

WHY CONCORDIA?

Concordia is home to a remarkable intersection of game design, computation, interactive media and experimental play. Its Computation Arts program explicitly includes games and playful media, while the Technoculture, Art and Games (TAG) Research Centre brings together students, designers, artists, engineers and scholars around digital game research and creation. That is exactly the kind of interdisciplinary environment this project needs.

WHO WE'RE LOOKING FOR

We are looking for **several students** who want to help shape the game rather than simply execute a finished specification. Possible contributions include:

Game Design	core loop, systems, progression, balance and player experience
Programming	prototyping, simulation, tools, gameplay systems and technical architecture
AI & Simulation	dynamic characters, events, decision systems and evolving communities
Interactive Storytelling	world-building, characters, dialogue, quests and emergent narrative
UI / UX	making a complex world understandable, inviting and satisfying to use
Visual Development	environments, characters, maps, interface assets and visual identity
Sound & Music	atmosphere, feedback, world sound and emotional storytelling

WHAT STUDENTS GET TO DO

This is intended to be genuine creative participation. Students can challenge assumptions, propose mechanics, prototype ideas and help decide what the first playable version should become. The aspiration is that contributors will be able to look at the finished work and say:

“I helped invent this.”

A POSSIBLE FIRST BUILD

The first release could focus on one small community and a handful of interconnected challenges. A player might inherit a neighbourhood with limited resources, meet its residents, identify needs and begin improving daily life. Each intervention would affect other systems — creating an approachable demonstration of the larger vision without requiring us to build the entire world at once.

AN INVITATION

If you are a Concordia student who loves games, programming, interactive storytelling, AI, design or the simple challenge of attempting something unusual, we would love to hear from you. You do not need to arrive with every answer. Curiosity, imagination, generosity and a willingness to build are the starting point.

WHO WANTS TO HELP US BUILD EDEN?

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Imagine it. Build it. Live it.