

Dwellers of Terra



Press Kit

Fact Sheet

Developer Name

Timo Klaasee

Publisher

Self-published

Platform(s)

PC

Release Date

Q3 2027

Genre

First-person survival colony
sim

Engine

Unreal Engine

Player count

Singleplayer,
Online co-op (2-6)

Website

<https://dwellersofterra.com/>



[Steam](#)



[Discord](#)



[Reddit](#)

Short Description

Dwellers of Terra is a first-person survival colony simulator that puts you in charge of your fellow survivors to rebuild civilization. Scavenge, craft and repair critical infrastructure to grow your colony and keep the dwellers at bay.

What to expect while playing

In Dwellers of Terra, you are not just a "God" above the colony, you are part of the colony. You can recruit colonists to protect you while you scavenge, ask them to gather resources for you or they can simply just follow you if you need some company while exploring the world.

It's a survival-first game, so you have to manage your own health, hunger and thirst while also making sure your colonists have resources. Your colonists will automate production of resources if you ask them to:

You: "We need bread"

Colony: "We will gather wheat, mill it at the mess hall to make flour and turn it into bread"

Mother Nature will push back - the dwellers will constantly harass you and your colonists so make sure to equip the colonists with weapons and ammunition so they can defend themselves.

Feature List

- Survival
- Crafting
- Colony management
- Production lines (automation)
- Party up with colonists for a play-buddy
- Power drives entire colony
- Weather cycles
- Day/Night cycles

Trailer

Watch this right now

(God help us)

I wanted to do something a little different with this trailer by combining the gameplay parts with a cinematic effect.

This is very much inspired by the 28 years later trailer, but I wanted to use old sermons, so I looked for the oldest sermons I could find and I found one by William Booth. The message was so thematically fitting that I designed the entire trailer around it!

I sincerely hope you enjoy it!

Gameplay Screenshots

The broken powerplant. Without it repaired workers cannot do their assigned jobs and lights are red to indicate emergency lighting.



Hiding worker. This worker did not have any weapons to defend himself so he opted to look for a place to hide (unsuccessfully).



Gameplay Screenshots

The gate with workers assigned to defend it. They will automatically shoot any threats that come close to it.



Fighting the plant-infused zombies. Here they are trying to get into the bathroom where one of the colonists are hiding.

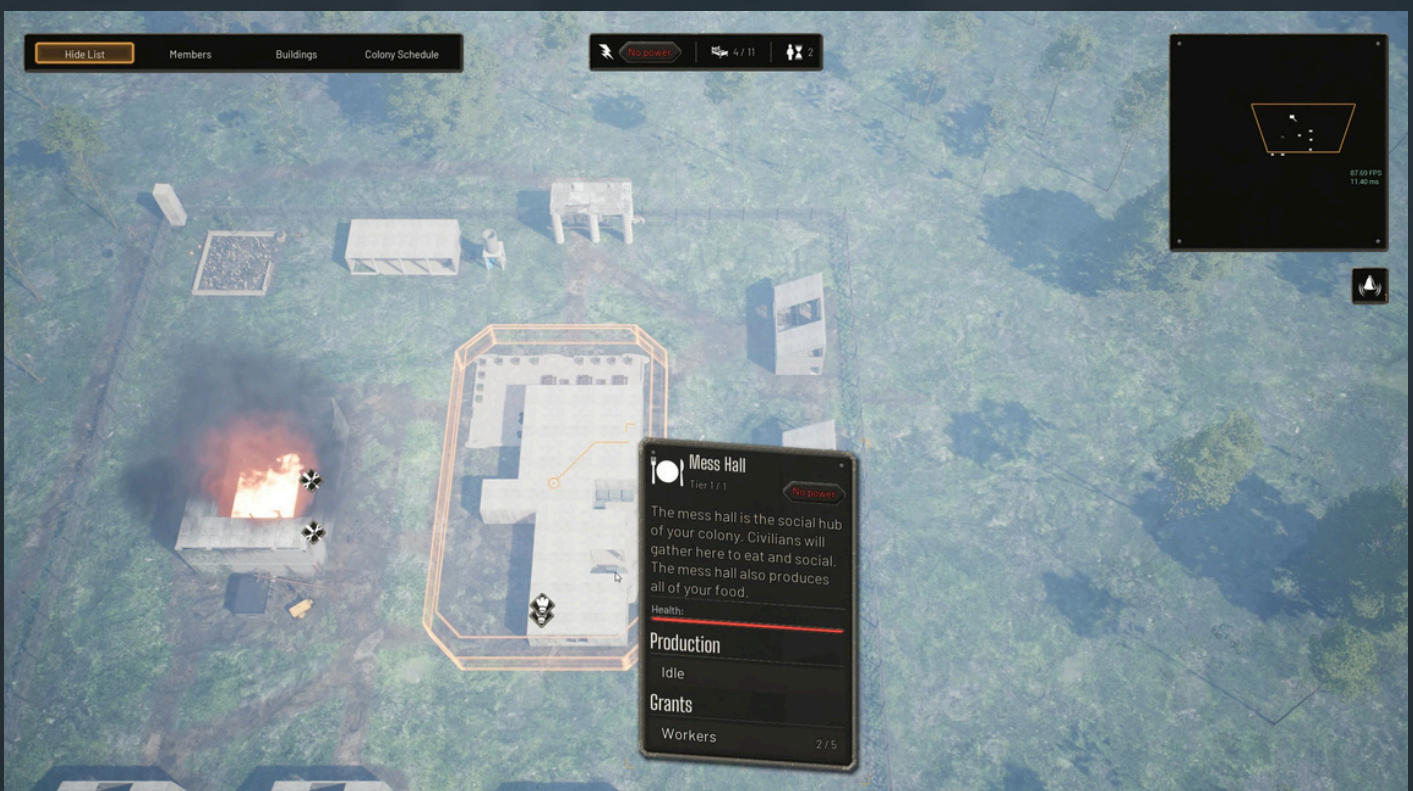


Gameplay Screenshots

The party ping wheel. You can ask your colonist party member to follow, defend, deliver mined resources or regroup if they are far. The middle ping is used to instruct them to attack enemies or mine a specific resource.



Colony-view. Opening the map transitions into an isometric top-down view where you can manage your colony from.



Gameplay Screenshots

Colony members interface. This is used to track colony members' stats and assign them to a job within the colony.



Colony member schedule interface. This is used to set the schedules of the colony members. The powerplant needs constant workers, so adjusting this is crucial.

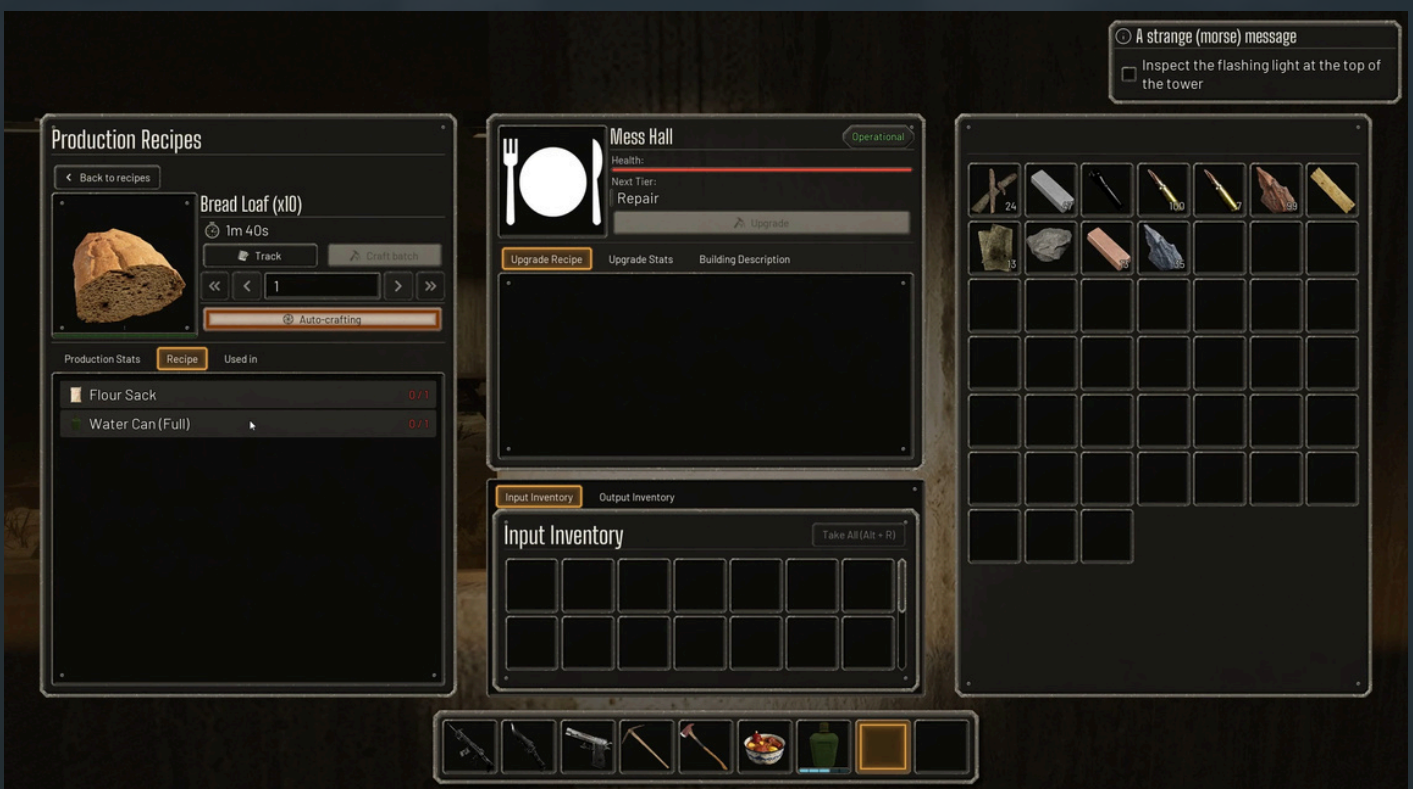


Gameplay Screenshots

Player inventory interface. You can craft items from this interface, sort your inventory and track recipes.



Repaired building interface. Here we are looking at the mess hall and more specifically at the bread recipe. This is where the colony automation happens.



Developer Information

Dwellers of Terra is **solo-developed** by **Timo Klaasee**.



Hi, my name is Timo and I'm a software engineer from South Africa. I started my development career as a freelancer back in 2019 after I dropped out of university.

I worked on many different projects in my professional life and I eventually started dabbling with the idea of making a game. I started looking into Game Maker first and then Unreal Engine. I liked the idea of "visual scripting" as it made it much easier to learn how the engine worked.

Around the 3rd quarter of 2024 I started working on my game and it was titled "We Fall". This later graduated to Dwellers of Terra (after **many** months of brain storming) and here we are today.

Thank you for taking time out of your day to look at my game.

Contact Information

Email

info@dwellersofterra.com

Website

<https://dwellersofterra.com/>

Social Links

Discord

<https://discord.com/invite/FEQZeEHtf3>

Steam

https://store.steampowered.com/app/4835510/Dwellers_of_Terra/

Reddit

<https://www.reddit.com/r/dwellersofterra/>

Resources

<https://dwellersofterra.com/press-kit>