

Hi my name is Ed Griffith, with 'Right Angle Games' and we have just produced MoonGarden , which is a futuristic first person shooter, set in a high tech lunar glasshouse , which have become infested with alien bugs

The astro-gardener has to fly around a huge 3d arena environment to eliminate all the bugs

We have the game set up, and it looks great, you can play a demo here([hands bus card](#)) and we are looking for funding for programmers to make it multi platform