2080 - Operation Sunshield

Press Kit

Thank you for you interest in 2080 – Operation Sunshield. This press kit is intended to provide all important information on one place. If you need any additional information or any of the information below in a different format, feel free to contact us (info@onebitwonder.de).

Factsheet

Developer	OneBitWonder (Lubitz & Pfeffer GbR) Located in Worpswede, Germany
Publisher	No publisher
Platforms	Steam, Android, iOS, Nintendo Switch
Release Date	2027
Estimated playing time	4–5 hours
Links	OneBitWonder Website https://onebitwonder.de/ Steam Page https://store.steampowered.com/app/4383110/2080__Operation_Sunshield/ Kolja on Linkedin https://www.linkedin.com/in/kolja-lubitz-10b9112a/ Carsten on Linkedin https://www.linkedin.com/in/carsten-pfeffer-8aa4642a5/ YouTube Channel https://www.youtube.com/@OneBitWonderGames BlueSky https://bsky.app/profile/onebitwonder.bsky.social Mastodon https://mastodon.gamedev.place/@OneBitWonder Instagram https://www.instagram.com/onebitwondergames/ Podcast "GameDev nach Feierabend" https://hobbyspieleentwicklerpodcast.de/
Contact	info@onebitwonder.de

Description

2080 is a **cheerful cartoon adventure** in a shady world. It features **quirky characters** on a breakneck mission into space. The story is told in three chapters. The third chapter will provide **different endings**: You can determine the success or failure of the mission.

It can be played as a classical point and click adventure game (with the mouse), on a touchscreen (on mobile devices) or with direct movement on a game controller.

Features

- A cheerful cartoon adventure in a shady world
- Quirky characters
- A breakneck mission in three acts
- Different endings: Determine the success or failure of the mission
- Flexible controls: classic mouse-style "point and click", or cozy controller mode
- Hand-drawn cartoon-graphics
- Full voice acting in English and German

History

The history of 2080 is closely linked to our other collaborative projects. It began with the Global Game Jam 2010 at the University of Bremen, after which we worked on two games as a three-person team. In 2020, each of us released a game independently and we decided to start a podcast about game development together.

We realised that we couldn't make a podcast about game development without actually making a game together. Ultimately, we decided to create a science fiction adventure game.

While developing the engine's fundamentals, the game's planned content was defined and revised. The idea for a game about climate change emerged in January 2023, but without a solid concept, progress on the development stalled.

In 2025, *nordmedia* funding enabled us to create a comprehensive game design document and to begin the development of the actual game in 2026.

Timeline

2011
Development of Somyeol2D (puzzle platformer) and RageTracks (sci-fi racing game)

2020-02-25
Portal Dogs Steam Release

2020-04-11
The Fire of Ardor Release v1.0

2020-10-06
Idea for a podcast about indie game development

2020-11-03
First podcast episode

2021-04-26
Idea for making an adventure game

2022-12-28
Release of the first tech demo (engine not yet called "ALPACA")

2023-01-02
Idea for 2080 as a climate game

2025-05-01
Start of the concept development, funded by nordmedia

2026-01-01
Start of the vertical slice development, funded by nordmedia

Team

We are a two-person team from north Germany. Officially, OneBitWonder is located in Worpswede, Lower Saxony.

Kolja Lubitz
"ALPACA" Engine
Engine & Gameplay Programming
Narrative & Puzzle Design
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