

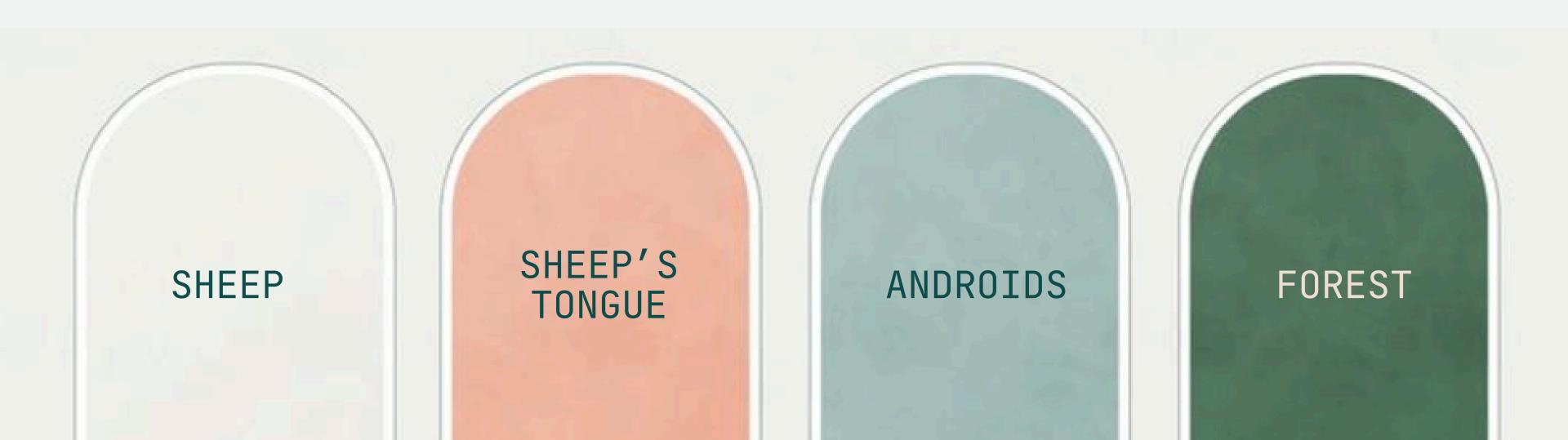


Androids Dream of Flesh and Sheep is an upbeat comedy with a bleak edge that builds tension through the setting of a post-human future, one that the protagonist refuses to accept.

It explores the idea of the simulacrum, a copy of a copy, wherein the original is lost. Using the analogy of androids made in the image of man (or sheep), the player is left questioning – In a world without the real thing, is a copy good enough?

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Simple shapes, 2D Animation, limited colour pallete.



Bubbly, tenacious, and a bit dim, Sandy is a rescue android programmed to save humans and animals from disaster sites.

Programmed to futilely search the ruins of the planet despite all humans and animals being dead for 300 years, she finds herself uniquely unable to accept the fall of humanity.

The androids' pointless reality is contrasted by Sandy's feverish and giddy denial of the end of humanity, a delusion that buoys her spirits.



Character images are for tonal reference only and not representative of desired animation style



While Sandy would covet a sheep as the first living animal in centuries, Basil would say lamb is best served pan seared with a sprig of rosemary.

As head of the cooking androids, he runs a tight ship, working his kitchen with militant precision. Even if he is preparing a three course meal of leaves for leaf insects.



Derpy. Tongue pokes out. Lawnmower android.





300 years after nuclear fallout, the planet has moved on from humanity. Forests have swallowed cities, insects skitter through ruins, and sentient androids persist, clinging to their programmed duties despite the absence of the humans they were built to serve. The pinnacle of human technology, sentient androids, is contrasted by the raw earth - mud and critters.

Much of the film takes place in 3 locations

- Android camp Teeming with cooking androids, Sandy has taken up residence in the camp. Most days Basil runs the camp as a kitchen, catering to insects.
- Museum Populated with ancient human artefacts and the machine that creates lawnmower androids, Sandy creates Sheep here.
- Clearing A wild grassy clearing that Sheep enterprisingly mows, watched over by a proud Sandy.

Sandy, a rescue android, giddily wakes up from a dream of a derpy sheep jumping over a fence. Basil, head of the cooking androids, dismisses her excitement, too busy running his cooking leaves for leaf insects.

On her patrols Sandy discovers a hidden museum uncovered by a landslide. Finding what she assumes to be a cloning machine, she accidentally "clones" a sheep (named Sheep), breaking the machine in the process. In truth, Sheep is merely a primitive "lawnmower" android. Sandy determines that should Basil find Sheep, he would slaughter it. She decides to wait till the travelling mechanic android, Bobxbox, will return to fix the cloning machine. Sandy glorifies Sheep as the only living animal on the planet. A month is spent chewing (mowing) lawns.

On the day Boxbox returns, Sandy discovers that Sheep has disappeared. She tears apart the forest, finally finding Sheep taken hostage by Basil. Sandy rushes forward for battle, but at the last moment, Basil exclaims he didn't know that Sheep was an android. Upon discovering that Sheep is a "lawnmower" android, Sandy faces the heartbreak of losing humanity all over again.

While resentfully watching Sheep mow the remainder of the clearing, Boxbox shows her a battery with a sheep sticker on it, claiming that had humanity not wiped itself out, a 'real' sheep would one day be reduced to pure energy in a battery pack, and the humans themselves reduced to computational power in a circuit, much like an android brain. In a bittersweet ending, Boxbox goes on to say that much like the humans, androids have no purpose anymore and hence "can do anything".

However, the question lingers - In a world without the real thing, is a copy good enough?