

GARAGE CHAOS

A first-person organising game set in a garage at sea.

Sort car parts, assemble project cars and discover hidden items.



Pick up scattered parts and put each one where it belongs.



The clutter clears as shelves fill and project cars come together.

[Watch the gameplay trailer](#)

Actual game screenshots

Core Gameplay

01 Pick up a part

Search the workshop and collect scattered car parts and supplies.

02 Find its place

Match it to the right product group, shelf or car assembly.

03 Place it

Parts snap into defined slots. Correct placements fill shelves and complete cars.



Content and Progression

2,900+

parts to return to their places

3

project cars to assemble from scattered parts

Abilities and Carrying Upgrades

Progress unlocks Part Focus, Shelf Sense, Quick Place and greater carrying capacity.



Hidden Items

Explore the workshop to find useful hidden items. Bolt cutters open chained doors, while work boots increase movement speed.

Audience and Comparable Games

Target audience: players who enjoy sorting large collections, completing shelves and unlocking useful upgrades.

Cellar Keeper

Sorting scattered bottles into collections, filling shelves and unlocking abilities. A close reference for the organisation and progression loop.

Supermarket Chaos

Collecting scattered products, matching them to the correct shelf and improving carrying and searching abilities. A close reference for sorting at scale.

Garage Chaos

A garage surrounded by the sea, with car-part sorting, three project cars to assemble and hidden items to discover.

Development Status

AVAILABLE FOR EVALUATION

A playable Steam build for Windows and macOS. Keys are available for publisher evaluation.

WORK AHEAD

The game is nearing completion. Current work focuses on final polish and release preparation.

TARGET

1 December 2026

Estimated release date, subject to change in discussion with a publishing partner.



Team and Publishing Support

We are looking for a publisher to work with on marketing, creator outreach and launch.

THE TEAM

Two-person indie team. Built in Unity 6 with URP.

SEE THE GAME

[Steam page](#)

[Gameplay trailer](#)

CONTACT

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