

# Samstag's Paradise



## THE GAME

- ♥ Genre: Horror Action-Adventure
- ♥ Plattform: PC and Nintendo Switch

## STORY

The player slips into the role of Samstag who got her wish of her perfect world fulfilled. On the day of reckoning her world falls apart and there is only one way out: run and fight.

## IDEA

- ♥ Expressive game with intense visual content
- ♥ Keep it as simple as possible

## REALIZATION

- ♥ Use of existing free assets
- ♥ Blueprint-Scripting
- ♥ Use of little world details – But use of the most expressive ones

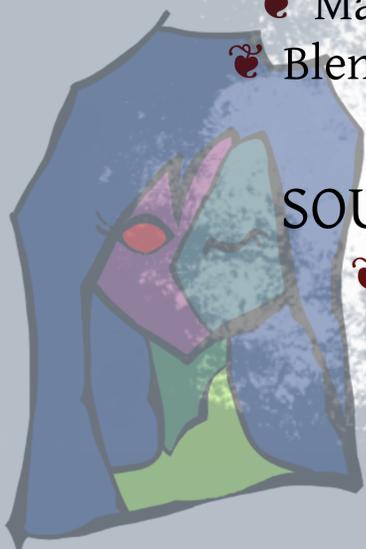


## SOFTWARE TOOLS

- ♥ Unreal Engine 4
- ♥ Maya (Modelling)
- ♥ Blender (Animation)

## SOUND TOOLS

- ♥ Cubase 6



## Developer Diary:

<https://samstagsparadise.wordpress.com/>