**Overview**

Name: Eradise.

Product: Walking game.

**Story**

A few millenia have passed since Re-L, the homeworld of the Solemn, was destroyed. Less than two hundred Solemn have survived the planet’s collapse in primitive escape pods sent off to space. Hosts of mechanical bodies, those who have chosen not to enter indefinite hibernation have resolved to travelling the stars endlessly, in hopes of finding purpose.

You are one of these Solemn, exploring a desert planet that showed signs of life in the form of artificial structures on its surface. After 238 cycles of travel, a structure makes an appearance in the horizon. Its origin and residents, unknown.

The Solemn traveller hopes the collection of structures will reveal the history of the supposedly abandoned area.

**Design / Technical Description**

Third person aesthetics-centric explorative walking game;

A detailed robot-character with tattered clothing (in-engine cloth physics);

Animation-based movement system including walk cycle, jog cycle, turning, and running;

Large-scale desert environment with atmospheric props (some also using cloth physics)   
scattered throughout, and large central structure;

Large central structure includes explorable interior.