



We Resist

Creative Dossier

Game Overview

Title: *We Resist*

Genre: Narrative-Driven Management Simulation with Survival elements and Tactical Stealth gameplay with Action-Adventure elements

Platform(s): PC, Nintendo Switch 2, PlayStation 5, and Xbox X/S (Possibly: PS4, Xbox One, Nintendo Switch 1)

Art Style: semi realistic with expressive feel - 3D elements with oil painted textures and 2D UI inspired by real-life objects, but made with the oil-painted approach

Target Audience: The game is designed for players aged 18-35 who enjoy narrative-driven experiences and historical themes. This includes fans of strategy and management games, such as *This War of Mine* and *Through the Darkest of Times*. Also, history enthusiasts interested in World War II stories and players who either seek emotionally impactful decision-making games or enjoy stealth gameplay.

Elevator Pitch

"A partisan narrative management & stealth game focused on intellect, not violence."

Evil is taking over a picturesque land, and you become the leader of a partisan group. While you cannot match the enemy in strength or equipment, you can strike where it hurts the most. Your task is to recruit new members, assign missions, gather intelligence, and carry out sabotages. You must acquire and wisely distribute resources while facing numerous hardships and tough moral dilemmas.

Living in hiding, survival itself is a struggle. Every day, you fear whether your people will return from their missions alive. Your hands are tied, but what will happen to the villagers if they help you? How much are you willing to risk for freedom? Will you keep your conscience clear?

Will you Resist?

Unique Selling Points

1. A war-themed game without glorification of violence

Most war-themed games adopt a military perspective, where violence and combat are central elements and a primary source of entertainment. In Incidental Minds, we chose a different path. For us, it's crucial to respect the victims and the sensitive nature of the topic, while being responsible to the current and next generations.

We Resist uniquely approaches wartime conflict. While some combat may appear in specific scenarios, it is intentionally limited and serves only to complement other forms of gameplay within our Tactical Missions, which focus primarily on stealth and action-adventure elements (puzzles and interactive exploration) in a top-down view. In the Management Mode, missions with a combat focus will be resolved in the background, without an overtly violent or bloodthirsty tone. This design ensures that the game delivers a thoughtful, impactful experience that reflects the reality of resistance without glorifying violence.

Also, it is important for us to show that the life of the partisan units was not as much about killing, but more about sabotages, intel gathering and other non-violent but crucial actions in order to break free from evil.

2. An immersive historical experience: WWII Slovakia and life around the Slovak National Uprising

We Resist offers a unique and immersive glimpse into life in Slovakia during World War II, bringing to light the Slovak National Uprising - a pivotal yet underexplored event in European history. While many games focus on broader or combat-driven aspects of WWII, *We Resist* delves into the nuanced stories of both civilian and partisan life, presenting a rich, narrative-driven experience that educates and engages players on a deeply personal level.

Despite the existence of a few acclaimed films, such as *The Shop on Main Street* and *Moje Povstanie*, there is no narrative-focused game that would capture the struggles, sacrifices, and resilience of Slovak civilians and resistance fighters during this turbulent era. This gap represents an opportunity to share these compelling stories with players worldwide, many of whom may be unfamiliar with Slovakia and its cultural heritage.

3. Authentic stories and expert insight

An immersive historical experience is only as impactful as the authenticity it delivers. *We Resist* strives to bridge the gap between historical accuracy and compelling storytelling, ensuring that the lives, struggles, and decisions of its characters resonate with players. The game's foundation lies in real events and the stories of people who lived through the Slovak National Uprising and World War II, allowing players to deeply connect with the human aspect of history.

Unlike many games that approach WWII with a loose or surface-level focus, *We Resist* prioritizes authenticity not only in its military-political context but also in its portrayal of civilian life. Through extensive historical research and collaboration with experts, we aim to depict how people thought, dressed, what goals they aspired to, and the events that shaped their lives. Our narratives are crafted to make players feel they are interacting with people of flesh and blood - understanding their emotions, relating to their dilemmas, and perhaps even reevaluating their own priorities in light of these stories.

4. Unique art style: oil painting in 3D space

One of the most distinctive features of *We Resist* is its unique visual style, which combines semi-realistic 3D environments and characters with traditional oil painting techniques. By combining hand-painted textures and brushstroke-inspired effects with 3D models, *We Resist* achieves a strikingly artistic aesthetic that not only sets it apart from conventional graphical approaches but also draws inspiration from classical Slovak and European art, transforming each scene into a vivid, living artwork that enhances the visual storytelling.

Narrative and Setting

Story Synopsis

We Resist follows the journey of a partisan group in Slovakia during World War II. Players take over the role of a resistance leader, tasked with organizing sabotage missions, gathering intelligence, and protecting their community from the oppressive pro-Nazi regime. As the story unfolds, the group evolves from small, covert operations to participating in the Slovak National Uprising and enduring the brutal aftermath of its suppression. The narrative explores themes of sacrifice, resilience, and the moral dilemmas inherent in resistance, as players navigate difficult decisions that impact not only the group's survival, but also civilians and the broader struggle against oppression.

Historical Context

Set during the tumultuous years of World War II, *We Resist* takes place both in the lead-up to and during the Slovak National Uprising (SNP) of 1944, one of the most significant resistance movements in Central Europe. The game captures the early stages of clandestine resistance activities, such as sabotage and intelligence gathering, and follows the escalating conflict as partisans prepare for and participate in the SNP, highlighting the bravery, sacrifice, and resilience of those who fought for freedom.

The uprising united people from diverse cultural and national backgrounds, including Slovaks, Czechs, Soviets, French, Jews, Roma, Hungarians, Poles, and a total of around 30

nations, in defiance of Nazi occupation and their collaborators. The game portrays the political and social landscape of wartime Slovakia, from the idyllic countrysides, mountains and dense forests to the occupied towns rife with tension and danger. It emphasizes the human cost of war while shedding light on the lesser-known narratives of resistance.

Extensive Historical Research

In pursuit of the historical accuracy and richness of our project, we have **created our own detailed historical timeline**, which is accessible [here](#). It serves as a foundational resource for designing the tactical and management missions in We Resist. This comprehensive timeline meticulously charts many even lesser known events from World War II in Slovakia, connected to resistance fighters and partisan movements. All the information were gathered by us through extensive research of historical literature and many archival documents in local museums and archives (such as State Archive in Trenčín, Bojnice Branch; State Archive in Nitra, Topoľčany Branch; Hornonitrianske Museum in Prievidza; Slovak National Museum - Museum in Bojnice).



The timeline functions as an interactive visual representation of historical events plotted along the axis of time. Users can click on each event to reveal detailed descriptions and exact dates. These entries range from concise reports, such as information about the occupation of a particular station or the movement of partisan groups through a specific region, to more

comprehensive records like detailed reports from gendarmerie stations, complete with troop counts and strategic observations.

This structure allows for a dynamic exploration of historical events, giving us the ability to identify mission-critical moments for the game and ensure that our narrative remains authentic and respectful to historical realities.

Characters

In *We Resist*, every character in your partisan brigade plays a vital role, from the commanding leaders to the individuals in the field. The game strives to make each character unique, compelling, and memorable, ensuring that every member of the group feels like a real person with distinct strengths, vulnerabilities, moral dilemmas, and motivations for joining the resistance.

Some of our characters come from real world characters such as **Albert Brnčal** - the great grandfather of Boris Brnčal (the original creator of this game), who served as a Lieutenant in reserve, a partisan group leader, but was also a prominent mountaineer, teacher, and later principal of the local school in the area where the game takes place. Some characters are fictional but inspired by real people, such as our character **Eugen Lužina** is loosely inspired by Albín Grznár and Captain Trojan, leaders of a group named after them.

Although there were more of male partisans, we strive to bring some distinctive female characters to the party as well, with as important positions as the male characters.

Characters are not just tools for achieving objectives - they are individuals whose lives, skills, and personal struggles deeply intertwine with the story and gameplay. Each member of your brigade, whether a leader or a unit, contributes to the resistance in meaningful ways, offering players the chance to connect with their personal journeys. To further enhance this connection, *We Resist* features a Commander's Journal feature, where every partisan has a dedicated page that evolves over time. As the player makes decisions, completes missions, and interacts with their team, these pages fill with details about the character's development, their relationships, and the consequences of the player's actions.

Designing Unit Personalities

The characters in *We Resist* are inspired by real-life stories of resistance fighters, soldiers, and civilians from World War II. Their personalities, motivations, and moral dilemmas are drawn from authentic historical accounts, including letters, diaries, and memoirs. By adapting these stories for gameplay, each character is crafted with unique strengths, weaknesses, and personal stakes, reflecting the diverse and complex nature of the resistance.

Every unit, from leaders to field operatives, plays a vital role in the game. Characters bring distinct skills tied to their backstories, for example, a farmer might excel at scavenging resources and navigating rural terrain, while a teacher could inspire morale and assist in recruiting new members. Beyond their abilities, they face personal struggles - some driven by revenge, others by survival or a sense of duty. These dynamics enrich gameplay, with traits and interactions influencing mission outcomes, group morale, and narrative development, ensuring that each character feels deeply human and integral to the player's journey.

One character may be a short young female teacher from a small village in Slovakia with barely any fighting skills, another may be a Jewish doctor whose whole family was deported to a concentration camp, a grizzled Slovak veteran who served in Czechoslovak legion during World War I and now works as a carpenter, a Hungarian-Slovak mason, Ukrainian deserter, an elderly French musician using her travels as a cover for resistance work, a Czech farmer secretly sheltering refugees, a Slovak gendarme who refuse to collaborate with the Nazi regime, a Polish female Roma POW who escaped and joined the partisans, and a Slovak priest, torn between his faith and the harsh realities of war... While these exact characters mentioned above may not make it to the final game, the characters of *We Resist* will represent a similar diversion and vibe.

Gameplay Mechanics

Game Modes

We Resist combines strategic management simulation with tactical gameplay to deliver a layered and immersive experience. Players take on the role of a partisan leader, balancing the management of resources, recruitment, and morale with the execution of critical missions. From the gameplay perspective, it is divided into two modes: **1. Management**, **2. Tactical**.

1. The Management Mode

The **Management Mode** is the backbone of *We Resist*, where players act as the strategic leader of their partisan group. This mode emphasizes planning, resource allocation, and character management, all while navigating the complex and often morally ambiguous realities of wartime resistance. In addition, missions in *We Resist*, are assigned from the management interface, where players carefully assemble teams based on specific mission requirements, considering factors such as the unit leader's abilities, team synergy, and available resources. The outcome of these missions is not guaranteed and depends on the choices made during preparation.

In more detail - players **recruit new members** from diverse backgrounds, each bringing unique skills and traits tied to their class, such as (simply put) Farmers for resource collection, Technicians for sabotage, or Soldiers for combat expertise. These recruits are not just tools for gameplay but individuals with personal stories and motivations that evolve as the game progresses.

Supplies are scarce, and players must decide how to **distribute** them effectively, weighing choices like prioritizing food for the group, allocating ammunition for upcoming missions, or providing aid to local civilians. These decisions impact the morale of the team, the player's relationships with the community, and the group's overall survival.

Additionally, **the dynamic reputation system** responds to the player's decisions and interactions between their partisan group and local civilians. Actions such as sabotage, aiding villages, or stealing supplies influence relationships with civilians and shape

gameplay. Positive reputation grants access to shelter, supplies, vital enemy information, additional slots for partisans (on missions in/around the village/city) and even new recruits for the resistance. Conversely, negative reputation results in civilian betrayal, exposure of positions to enemies, and loss of support. Players must, therefore, balance short-term tactical gains with long-term civilian trust, as every decision may critically impact the game's progression and available opportunities.

Last but not least, one of the core mechanics of The Management Mode is **international diplomacy and allied relations**. *We Resist* allows players to establish contacts with allies such as the British and Soviets, gaining support in exchange for completing specific tasks. These alliances open new storylines and bonus missions, with player decisions impacting reputation with either faction.

For example, working with the socialists offers material and military aid, including weapons, supplies, and logistical support, while boosting morale among workers and lower-class citizens. On the other hand, alliance with the West provides players with diplomatic support, intelligence, and advanced technologies like radio communication equipment. It strengthens morale and broadens resistance efforts by attracting educated and elite supporters. Risks of both alliances include losing support from other party. Therefore, strategic balance is essential, as missteps can lead to lost trust and reduced material or informational support for your partisan group.

2. The Tactical Mode

The **Tactical Mode** in *We Resist* brings players closer to the action, showcasing specific, vital missions from an adjusted isometric perspective similar to War Mongrels, Serial Cleaners, or This is the Police 2. Players are tasked with navigating dangerous environments filled with enemy patrols. **The focus of the tactical mode is not primarily offensive but more concentrated on stealth, sabotage, rescue and intelligence-gathering missions, puzzle elements, and common interactions** in a simplified form and acquiring additional resources for the management mode of the game.

One of the main distinctions between partisan groups and regular army units lies in their combat abilities, tactics, and strategic objectives. Facing a better-armed and numerically superior enemy, direct confrontation becomes a last resort with severe consequences. To

survive, the resistance must rely on identifying hiding spots in forests, rooftops, or behind environmental obstacles. Careful observation of patrol routes and calculated movements are essential to avoid detection. Advancing through missions often involves disabling spotlights, unlocking secure doors, or creating diversions. Commanders, with specialized abilities rooted in their backgrounds, offer unique solutions to these challenges. For instance, a former mountaineer can scale otherwise inaccessible structures to sabotage security systems, while a skilled locksmith is capable of bypassing complex locks without the need for a key.

Just like the management mode, the controls and **provided options in the tactical mode will be significantly simplified** compared to competitive games such as Partisans 1941, War Mongrels, or Last Train Home, both due to budget constraints and greater accessibility for players with disabilities (such as a single-handed gameplay option, colour-blind mode, alternative control schemes and more) and players who do not usually play tactical games and are more about the narrative experience.

The design philosophy behind the tactical mode is to **expand the perspective and possibilities of the management simulation**, to add a new dimension and new immersive opportunities for the player to engage in the events around which the game revolves

The Combination of both modes

The **Tactical Mode** in *We Resist* goes beyond simply complementing the Management Mode, because it fundamentally shifts the gameplay loop and transforms the player's perspective. While the **Management Mode** focuses on high-level strategy, resource allocation, and decision-making, the **Tactical Mode** immerses players directly in the action, offering a boots-on-the-ground experience.

This shift introduces a fresh layer of tension and stakes to the game. Players transition from overseeing operations to directly controlling units in top-down missions, witnessing firsthand the immediate consequences of their strategic decisions. This change in perspective not only adds variety to the gameplay but also deepens the emotional connection to the story, as players experience the challenges and risks faced by their partisans on the ground.

Mission Types

- **Sabotage Operations:** Destroy supply lines, communication hubs, or transportation networks critical to enemy forces.
- **Intelligence Gathering:** Infiltrate occupied areas to gather crucial information about enemy movements or plans.
- **Rescue Missions:** Free captured partisans or civilians held by enemy forces.
- **Resource Raids:** Secure supplies such as food, ammunition, or medical equipment in enemy-controlled zones.

Missions in *We Resist* emphasize careful planning and precise execution, with a strong focus on stealth and avoiding direct confrontation. Players must strategically use the environment to their advantage, whether by hiding in dense forests or taking cover in abandoned buildings. Timing plays a crucial role, as actions need to be carefully synchronized to evade enemy patrols and complete objectives without detection.

Each character class brings unique skills that influence their effectiveness during tactical missions, encouraging diverse approaches to problem-solving. A Technician or Engineer specializes in sabotage, capable of disabling machinery and setting traps to disrupt enemy operations. Thieves excel in stealth, with the ability to pick locks, move undetected, and distract threats when necessary. Soldiers, while not the focus of the gameplay, can engage in calculated combat but are intended as a last resort when stealth fails, reinforcing the game's emphasis on non-violent problem-solving.

Additionally, failure in *We Resist* extends beyond losing resources or sustaining injuries. Every mission carries narrative consequences that can significantly alter the course of the story. A failed rescue mission could lead to the execution of captured allies, while a poorly executed sabotage attempt might result in increased enemy patrols, making future operations more dangerous. These consequences emphasize the importance of thoughtful decision-making, heightening the emotional stakes of every action.

Level Design

Level design is crucial in stealth oriented games because it directly impacts player ability to immerse, strategize and navigate. Level design in *We Resist* is made with this in mind. Our Level Designs encourage tactical play and offer multiple paths and interactive elements such

as doors and windows. In tactical mode, players can move freely through the top down perspective and interact with objects in the level, which enhances player freedom and provides multiple ways to get through levels and challenges contained in them. Our levels encourage environmental storytelling in the form of places to explore, conversations to overhear, and notes and documents to find in the world. Players can reveal details about the world, its inhabitants and their hardships this way. Good level design is fair for the player and makes gameplay balanced, providing the right mix of fairness and challenge which is especially important for enjoyment of stealth oriented games. All this complemented with sophisticated enemy AI and thoughtful enemy placement creates immersion and the right atmosphere for *We Resist*.

Objectives and Progression

The game is structured around a series of overarching objectives tied to the historical context of the **Slovak National Uprising**. Players advance through the campaign by completing missions that support the resistance effort, such as sabotaging enemy supply lines, rescuing prisoners, having good reputation with people and gathering critical intelligence. As the story unfolds, players recruit new members with diverse skills, backstories, and motivations, each bringing unique strengths to the group. The progression evolves from small-scale resistance actions to full-scale engagement during the Slovak National Uprising, culminating in a series of climactic events that test the player's leadership and strategic thinking. Every important choice the player makes influences the course of the narrative, with multiple possible outcomes shaped by their decisions, successes, and failures.

Player Interactions

The game emphasizes deep engagement with both the characters and the world. Players interact with their team members, learning about their personal stories, managing their morale, and addressing conflicts that arise within the group. **The Commander's Journal** tracks each character's evolution, highlighting how the player's decisions shape their personalities and relationships. In addition to team dynamics, players engage with civilians, forging alliances with either western or eastern allies, or risking alienation based on their actions, such as providing aid or requisitioning resources under duress. At last, tactical missions place a focus on stealth and problem solving, requiring players to leverage the unique skills of their commanding units and adapt to unforeseen challenges as they unfold.

Art and Visual Style

The visual style of *We Resist* combines elements of 2D and 3D with an emphasis on authenticity and realism, complemented by a slight stylization (approximately 10%). Our focus is on creating an immersive experience while maintaining a unique artistic touch in every aspect of the game. When designing color palettes and developing environmental elements, characters, and the user interface, we draw inspiration from real historical references - including photographs, illustrations, and preserved authentic objects and documents. The overall aesthetic leans toward earthy, desaturated tones, occasionally accented with small, more saturated details for contrast.

Narrative Artworks

As part of setting the visual style, we first decided to create concepts or artworks inspired by one of the possible short stories in the game. These artworks will likely be used directly in the game, promotional materials, or a potential artbook. However, their primary purpose was to establish the visual direction.

These three illustrations depict the story of Anna, a young teacher caring for her gravely ill mother while hiding her brother Tomáš, a wanted partisan. The individual images portray 1. Anna bidding farewell to her mother, 2. three guards searching their family wooden cottage, and 3. their commander being stabbed with a pitchfork by Tomáš during a confrontation, in a desperate act to save Anna, their mother, and himself.



Environment and World Design

The game's environment is divided into two layers, corresponding to two distinct gameplay modes, each designed with a different visual approach: a) the Management Mode, representing a large-scale area viewed from a significant distance, and b) the Tactical Mode, focusing on smaller, detailed locations.

The majority of the Management Mode takes place within a 2D user interface; however, mission icons are distributed across a map displayed as a 3D terrain. Compared to the Tactical Mode, the Management Mode covers a significantly larger area, emphasizing strategic planning and broader operational control over the resistance efforts.

Management Mode: The zoomed-out area of Horná Nitra

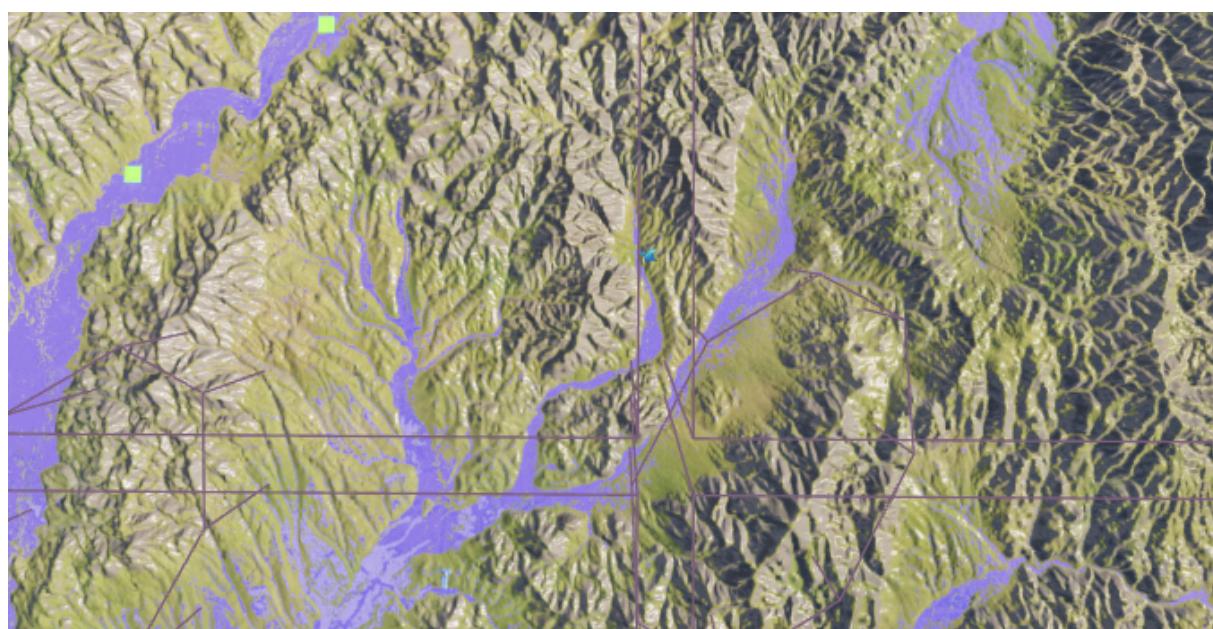
Players command their operations from a detailed map interface centered around the Horná Nitra region, known for its rich history, diverse landscapes, and its significant role in the Slovak resistance movement. The region served as a key area for partisan activity during World War II, with its dense forests, mountainous terrain, and strategic location providing natural cover for resistance fighters and facilitating covert operations against occupying forces.

The following images show the concept of the map during the winter season (there will be multiple seasons), while not all visual elements, such as specific cities, villages, key routes, or points of interest, have been incorporated yet.





We already have a work-in-progress version of a new version of the environment, generated based on authentic maps with real terrain structures and types that are present in the exact area. We also created a tool which allows us to change **materials for the each terrain level and type**, therefore we can paint over them and create the **oil-painted effect** later while keeping it accurate:



Tactical Mode: Zoomed-in area of specific locations

The environment in the tactical mode will be much more zoomed in compared to the management mode, roughly similar to the game *Peaky Blinders: Masterminds*. Individual tactical missions will take place in various locations inspired by real villages, towns, places, and historical events. We will strive to recycle as many locations and their parts as possible while also ensuring each one has a unique visual identity and atmosphere (visual examples can be seen in the concept art section).

Concept art of the tactical view (it will be in 3D):

While we don't have a proper representation of the tactical missions just yet as it would require a lot of development, we created a concept art showcasing the perspective in which the active character (in the middle) will move and interact with the world, while the player can either switch between the other characters (shown on sides), or command them to take their own actions. Each character has their own unique abilities so it is crucial for the player to choose the right combinations of their positions and actions.



Character Design

The characters in *We Resist* are presented on two levels: a) as **static 2D illustrations** in the management mode and b) as **fully animated 3D models** in the tactical mode. The characters are divided into four groups: 1) the commanders of the partisan group, 2) regular partisans or foot soldiers, 3) non-playable characters (NPCs), and 4) enemy units. While the commanders will appear in both gameplay modes (2D and 3D), regular partisans will be depicted only in the management mode as static 2D illustrations. NPCs and enemy units, on the other hand, will be primarily present in the tactical mode, displayed as fully animated 3D models.

Rough concepts:

We first take a proper research of the authentic photos and all available sources according to fashion and appearance of a certain economic class, profession, age and gender in as exact location and period as possible.

Then we make rough sketches of possible characters:



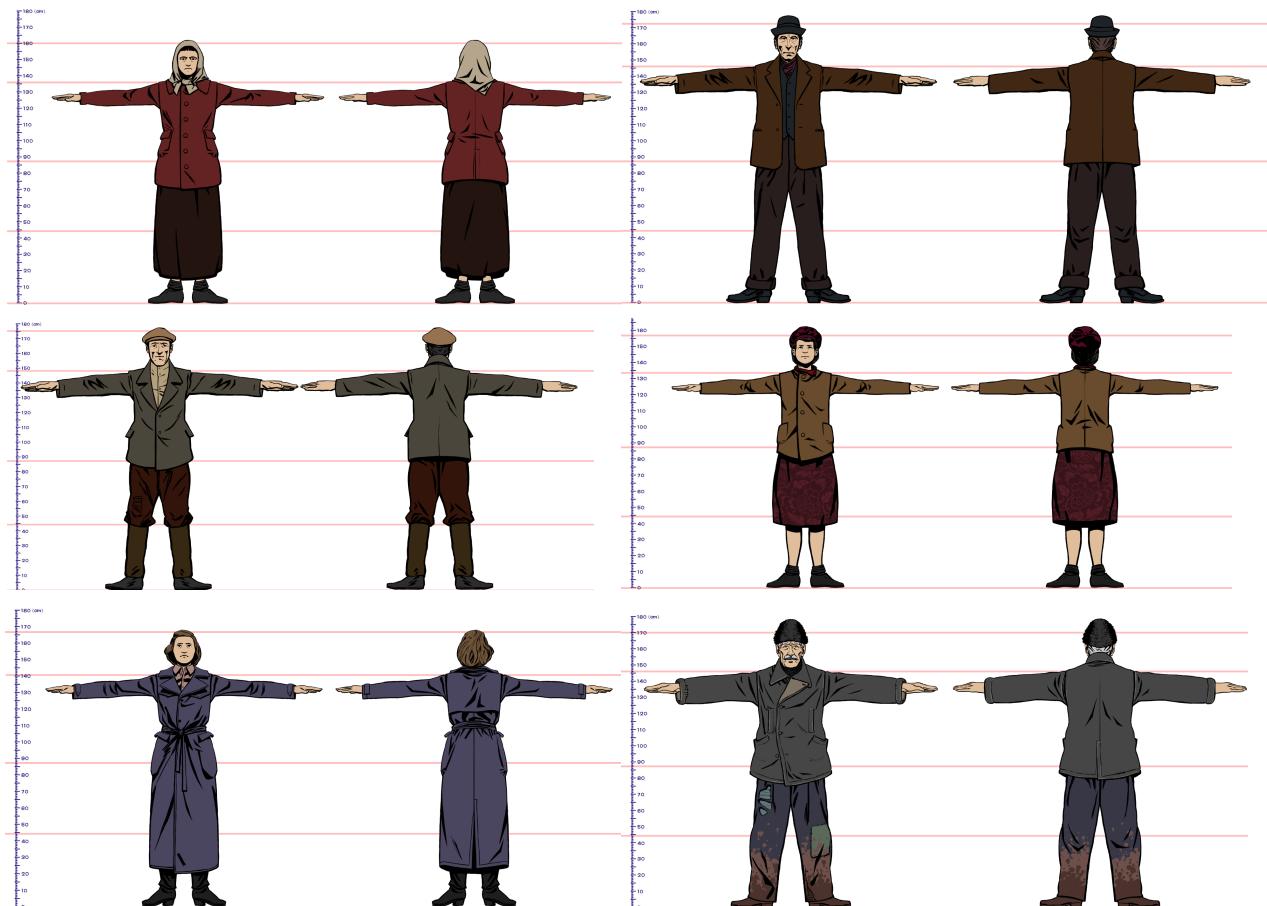
Curated concepts:

After making the first rough concepts, we chose the ones that will be developed further or even mix some parts of them together, and assign the according references.



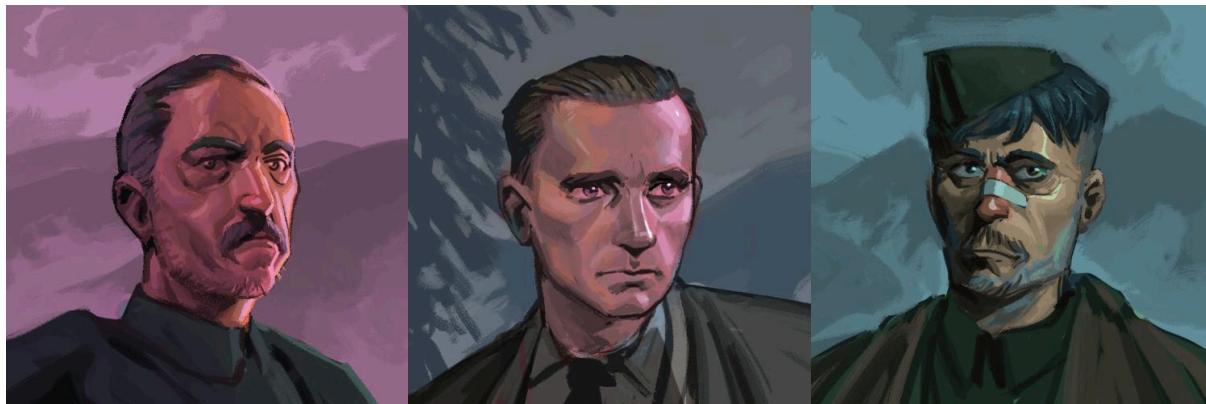
T-pose / A-pose concepts:

For 3D modeling of the characters, we create either T or A pose versions of the character, based on the requirements of the 3D artist / sculptor. All of those are drawn in exact scales so it would be easier to create the 3D versions.



Character Portraits

The following images depict portraits of three commanders, including Albert Brnčal (the second illustration), created based on an authentic photograph. There will be more commanders throughout the game, but they will change directly in connection with the storyline, of which they will be an integral part.



Additionally, we also show portraits of regular partisans, who are not as significant for specific story segments and join the player's group randomly throughout the game:

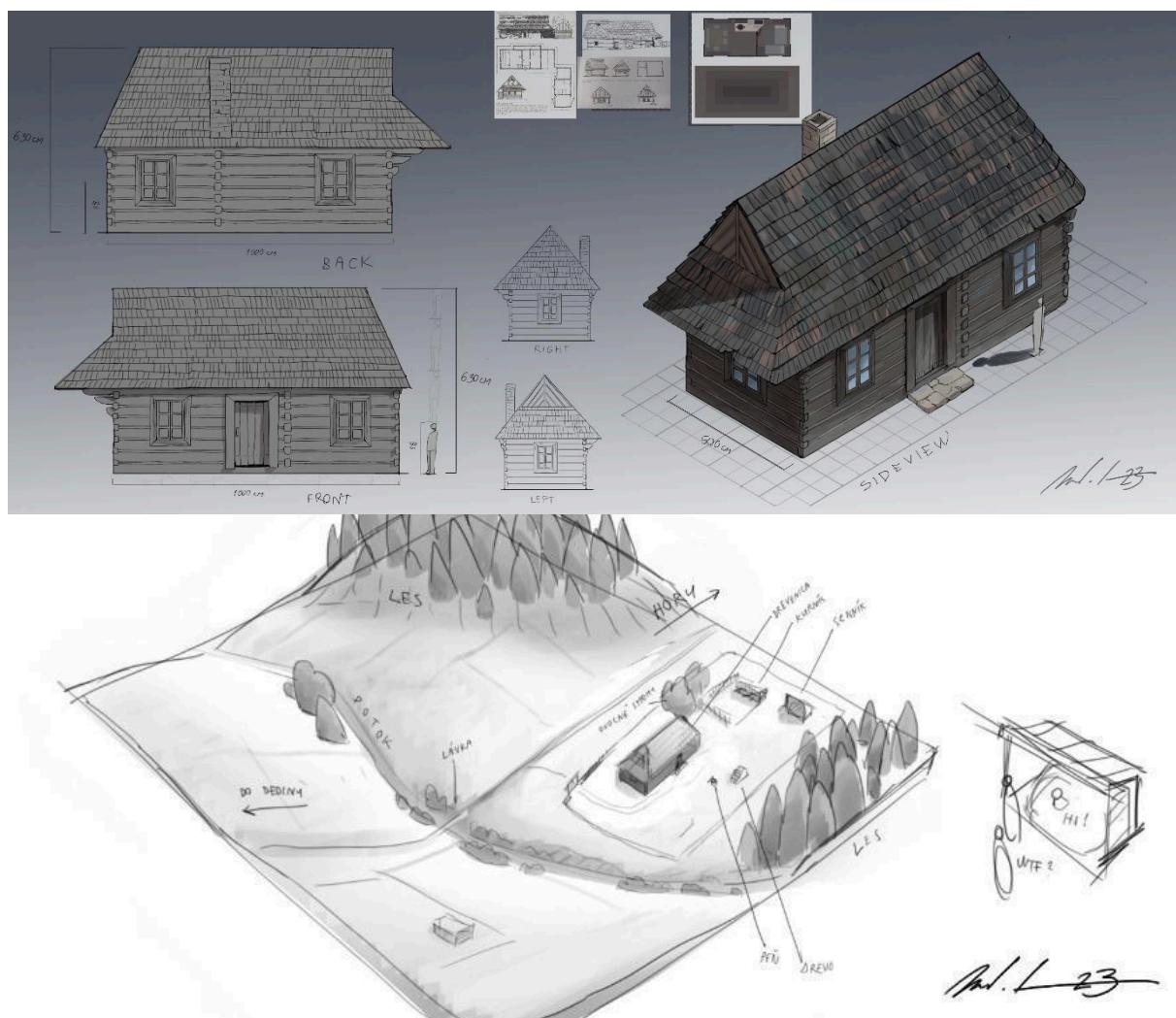


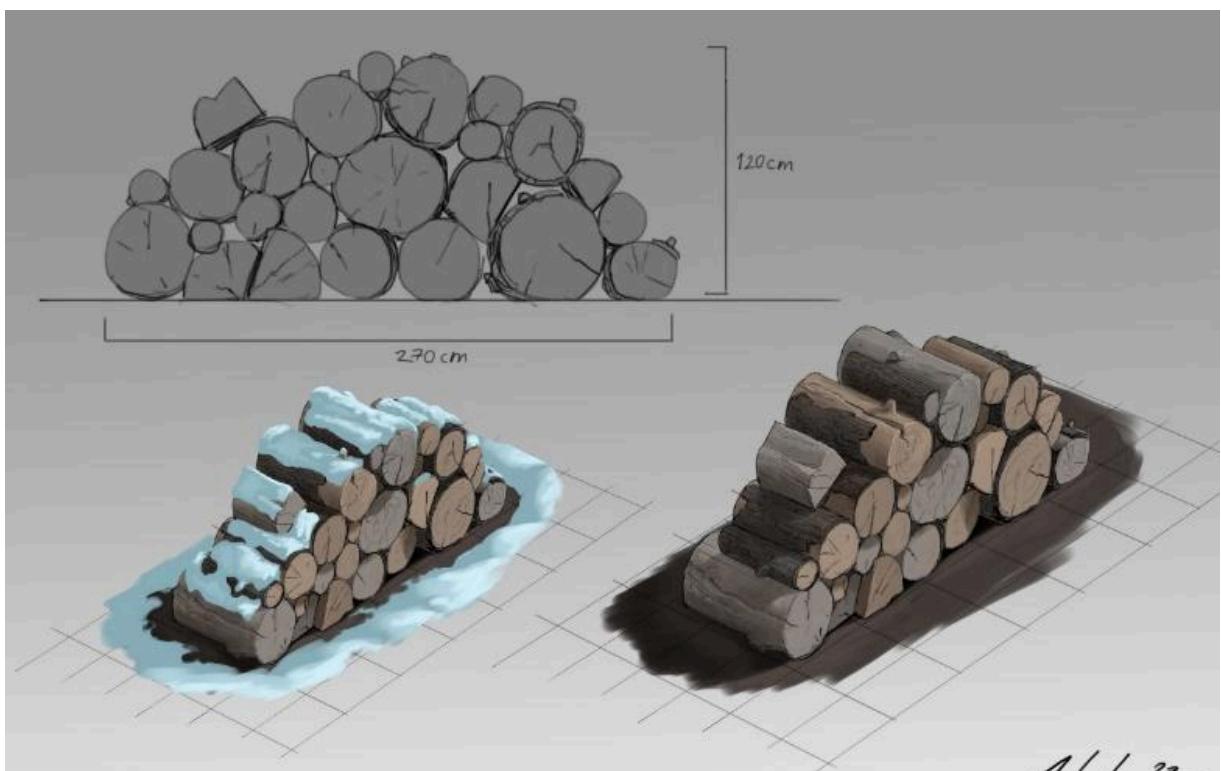
When designing the characters, we rely primarily on creative interpretation while ensuring historical authenticity in facial features, clothing, and other visual elements. For accuracy, we draw inspiration from historical photographs, authentic garments, personal items, and color

palettes used during the era. In certain cases, especially when a character is directly tied to the narrative, we reference historical figures and their documented appearances to further strengthen the connection to real events.

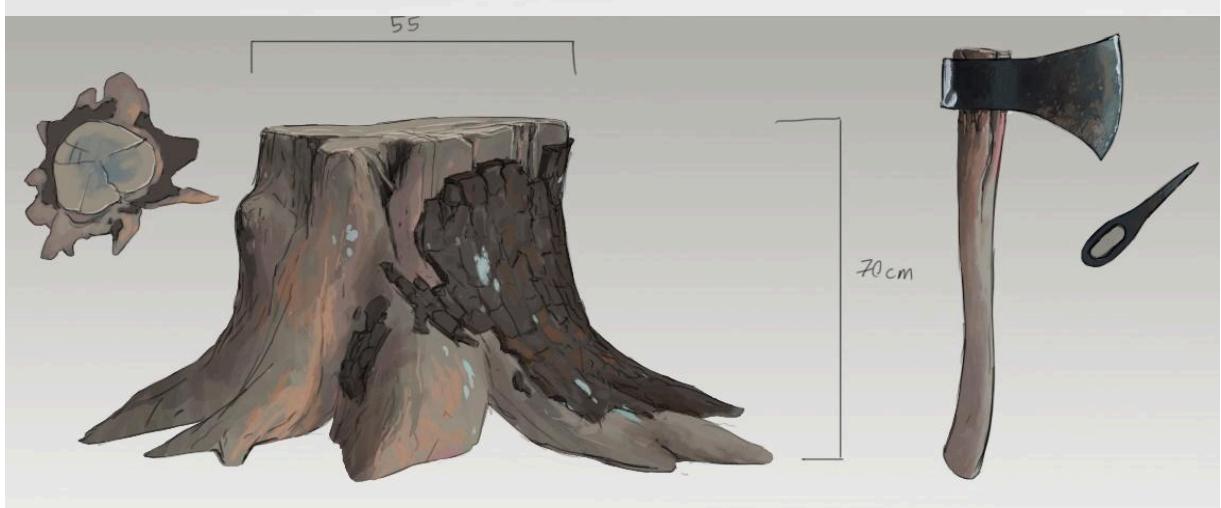
Concept Art

When conceptualizing environments and game objects, we strive to capture the authentic atmosphere of the place and time in which the game is set. We primarily use period photographs and illustrations, as well as preserved real objects and documents. In addition to atmospheric concepts, we also create concepts for specific environmental elements and game objects intended for 3D modeling. In cases of generic objects, where the specific shape and unique visual appearance are less critical, we base our designs directly on photo references.





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3D Environments tests

We developed the following 3D models based on the concept art above and integrated them into Unreal Engine 5 to explore potential visual styles for the tactical missions. In this phase, we are experimenting with various approaches to achieve a distinctive and engaging aesthetic.

Note: These tests are work-in-progress and do not represent the final outcome. The final version will feature more consistent models, textures, and materials, possibly incorporating an expressive or artistic touch inspired by a similar approach to *Disco Elysium*.

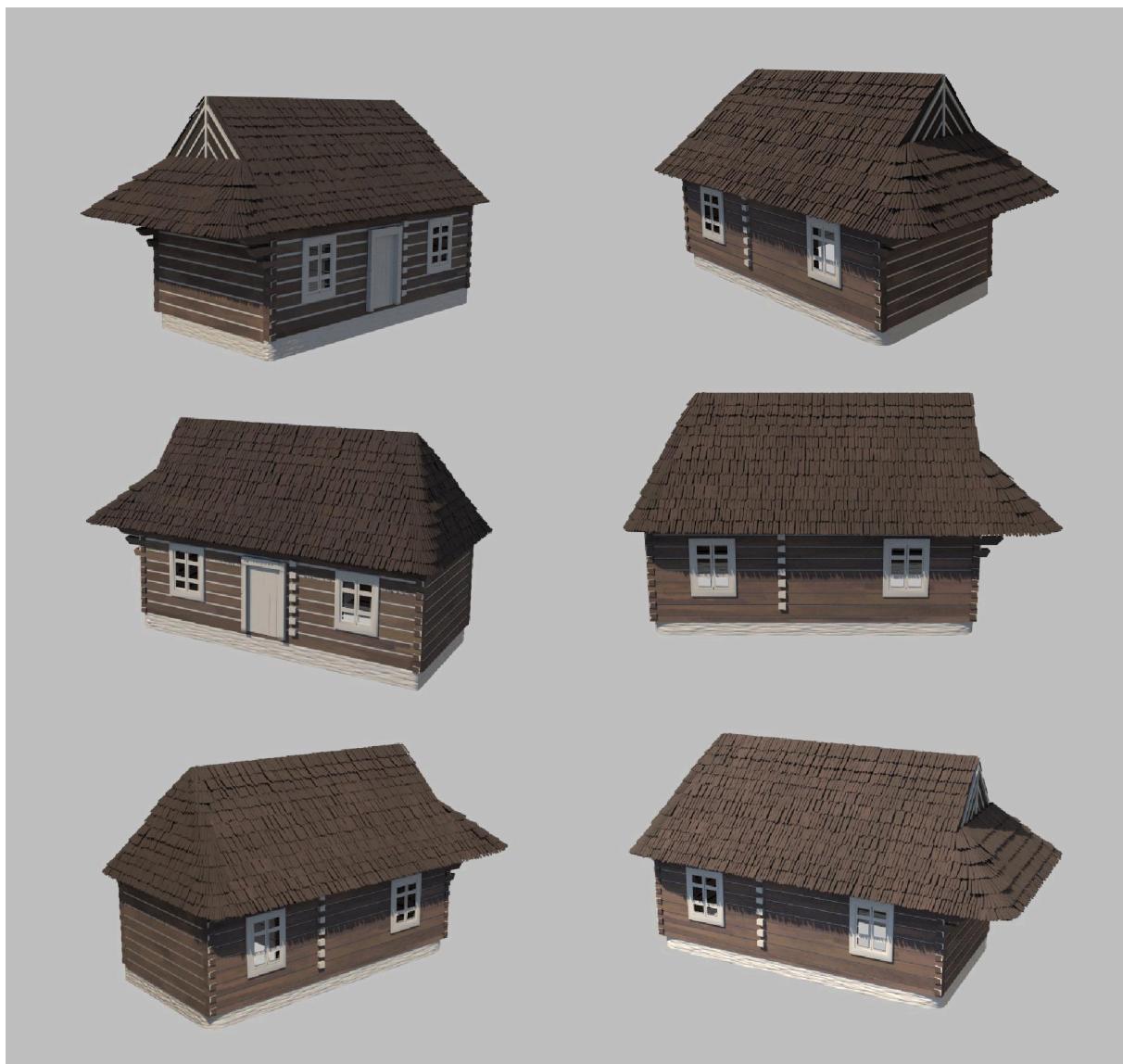
Example of our hand-painted textures



Showcase of different approaches we tried

First approach

This approach uses a bit of more realistic and complex geometry and combines it with hand painted textures and normal maps of given materials.



Second approach

This approach uses most of the second approach but puts the house into the context of environment and uses “painterly” post-productions effects.



Third approach

In this approach we created a new house with much simpler geometry and significantly more expressive hand-painted textures and combined it with normal maps simulating all the imperfections and surface structure.



Fourth approach

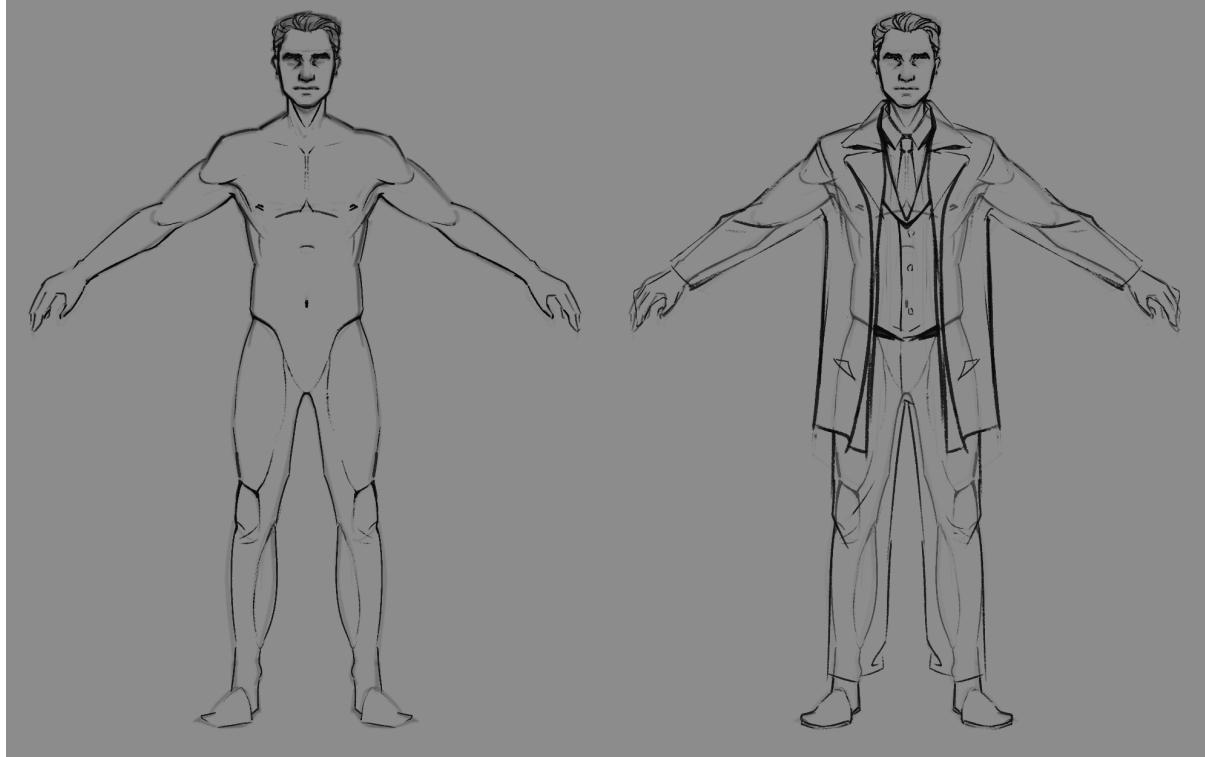
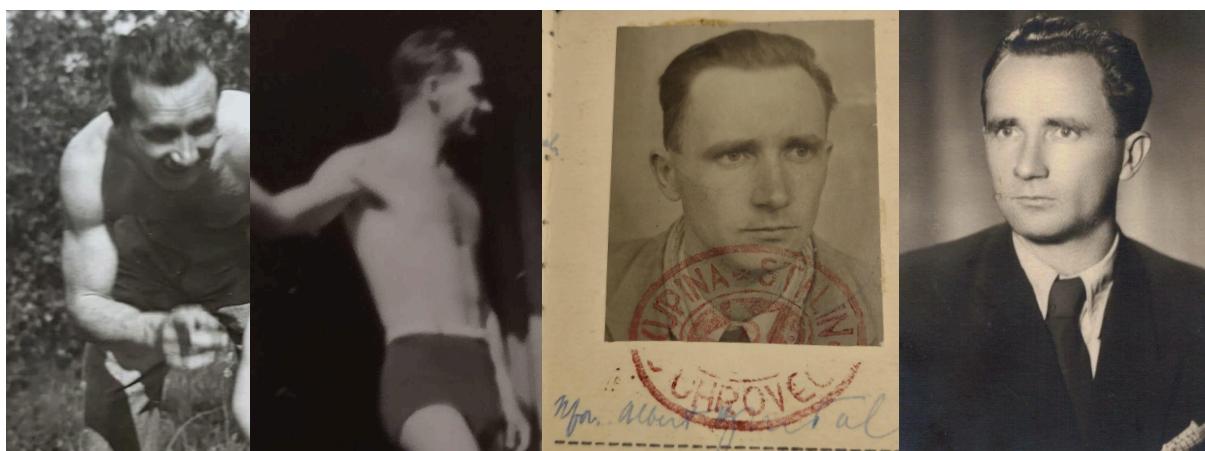
The fourth approach uses the same model as the previous one, but with slightly improved and more realistic geometry. The textures are more in contrast and use all of the previous approach but also with hand painted normal maps simulating the real brush strokes.



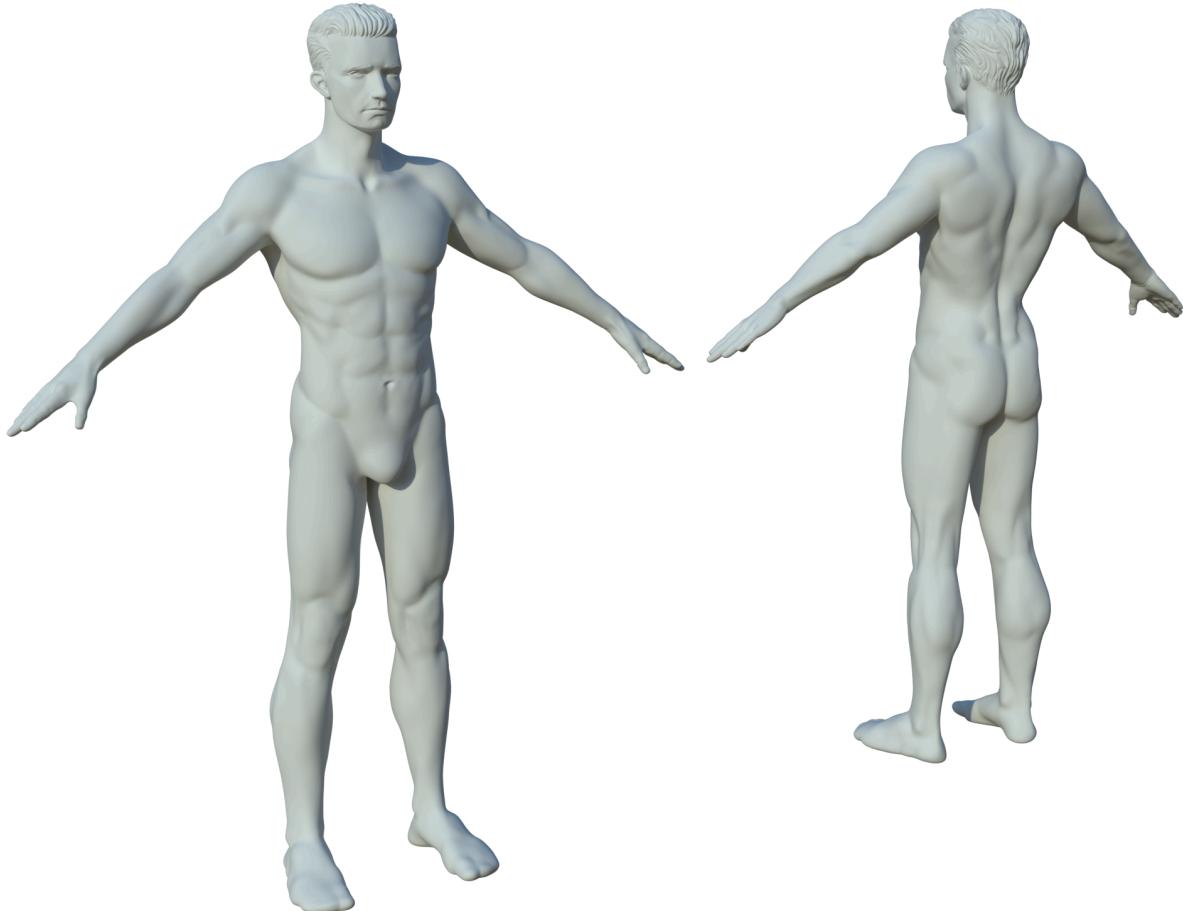
3D Characters

We decided to create a semi-realistic, yet anatomically accurate and authentic 3D depiction of a real life partisan leader Albert Brnčal, a great grandfather of our director Boris Brnčal. He was also the original source of inspiration for this game and serves as one of the main playable characters in the game. We did this test to both refine and showcase our possible target character art style and quality.

To achieve that we created concept arts based on his authentic photos:



Then we created a detailed sculpture in Blender, cleaned it up, made some materials in Substance Painter, and dressed the character in Marvellous designer and this is the result:





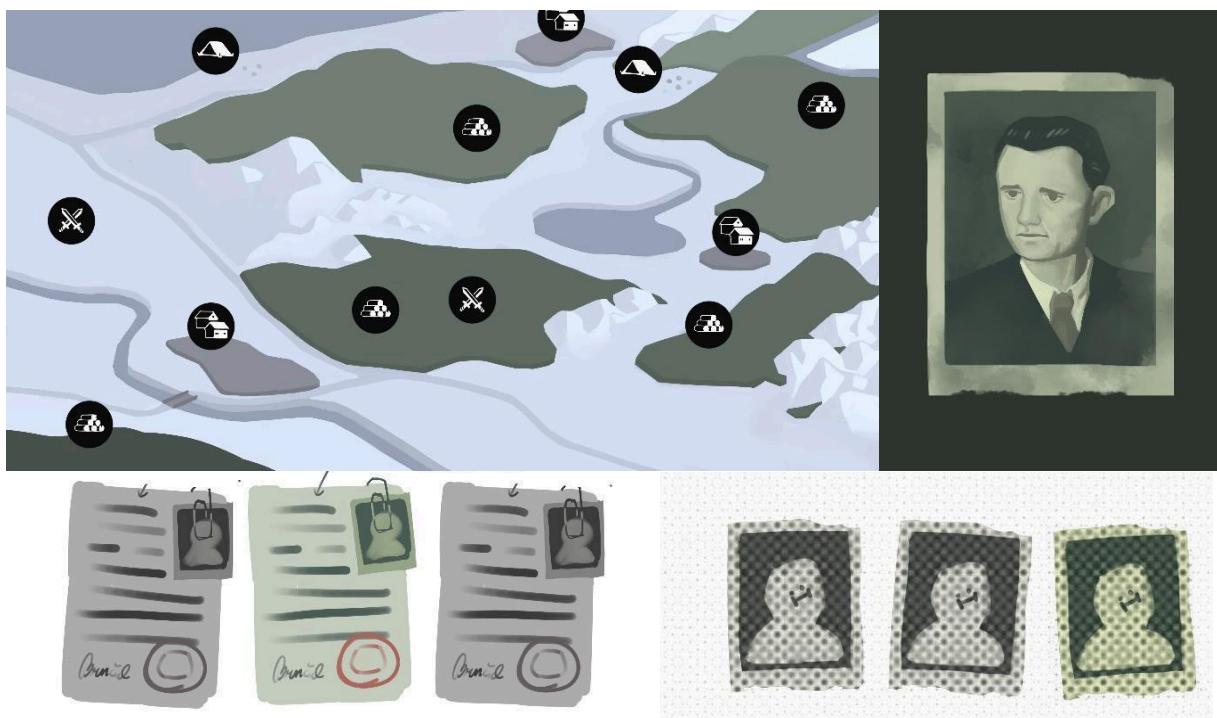




User Interface

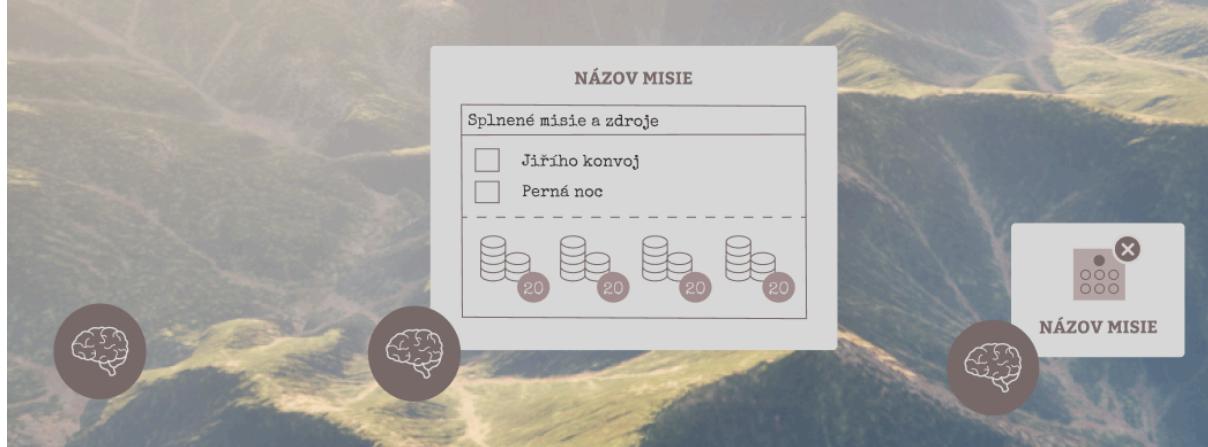
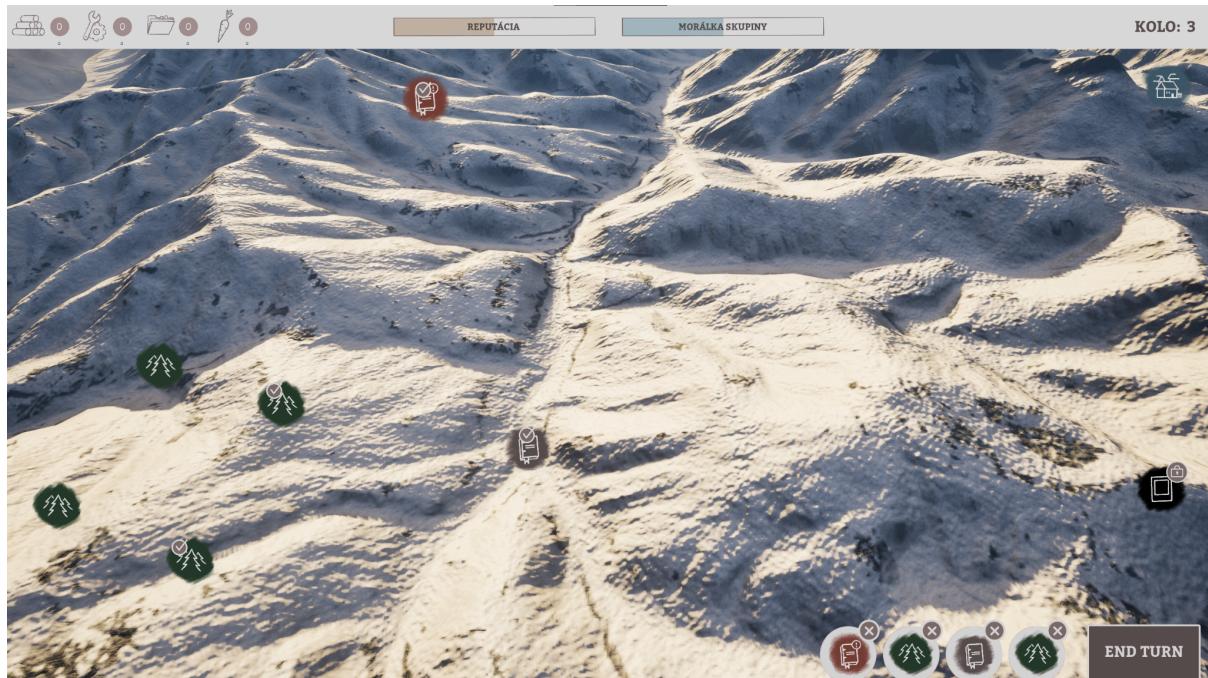
The user interface of *We Resist* is crafted to be both **highly functional** and **deeply immersive**, balancing historical authenticity with modern usability. Inspired by wartime documents and resistance journals, the UI adopts a vintage aesthetic that emphasizes clarity while reinforcing the game's narrative themes, which in other words mean that we are adding an artistic touch and a slight expressiveness to it. For example in a **tactical mission** a player is given a mission planning where the UI features detailed maps with overlays indicating objectives, enemy positions, and unit paths, providing players with clear and concise information. On the other hand, in **management mode** a player is given vital information such as supplies, morale, and mission outcomes which are displayed using intuitive charts and icons, ensuring players can easily track their progress.

Here are some **early work-in-progress** designs we created for various User Interface elements of *We Resist*, including the tactical map, icons, character profiles, and character images:



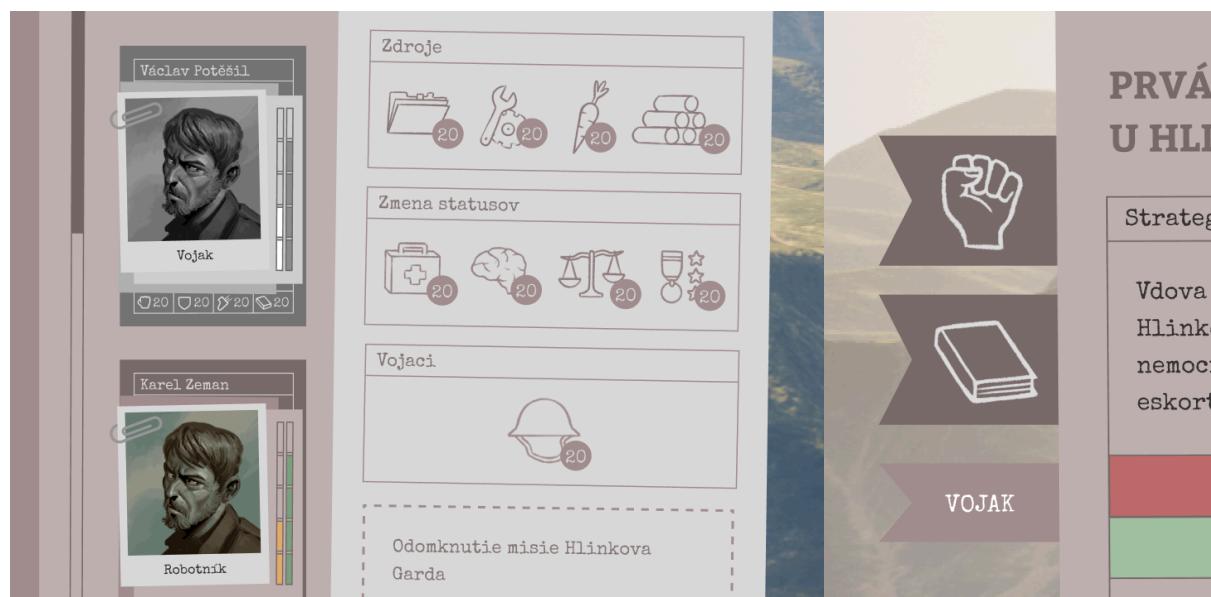
More advanced UI designs, but without final hand-painted look

Map view:



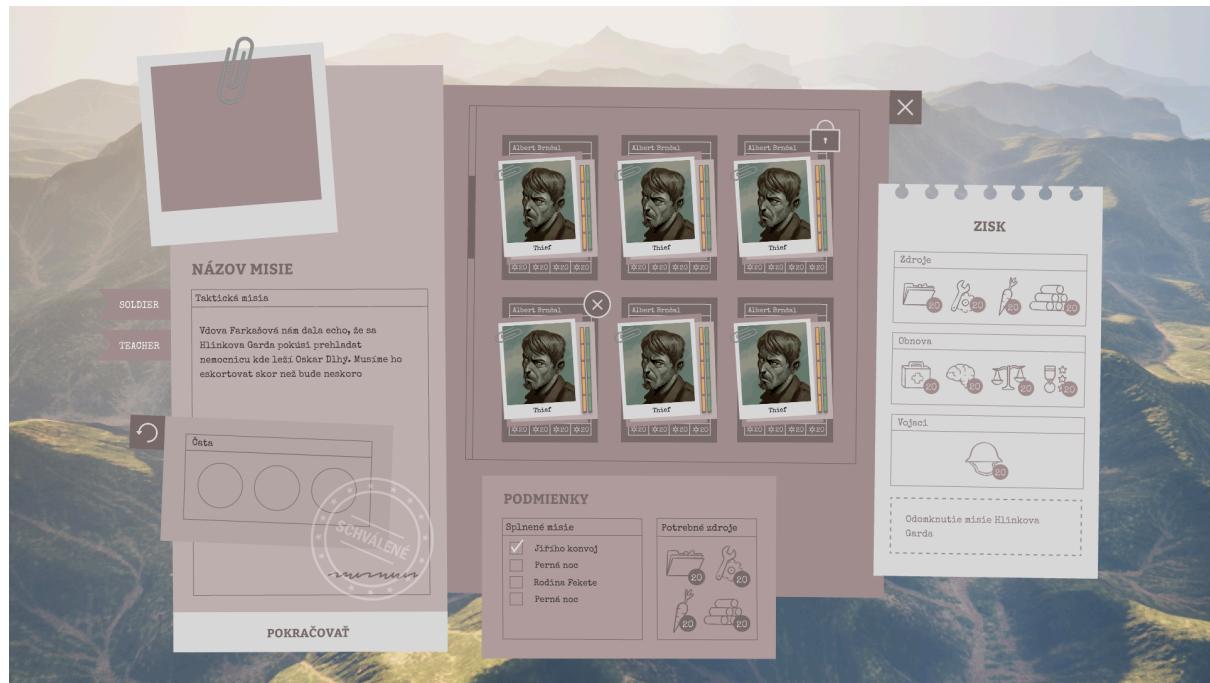
Partisan files:





Strategic mission:

Tactical mission:



Outcome of a mission:

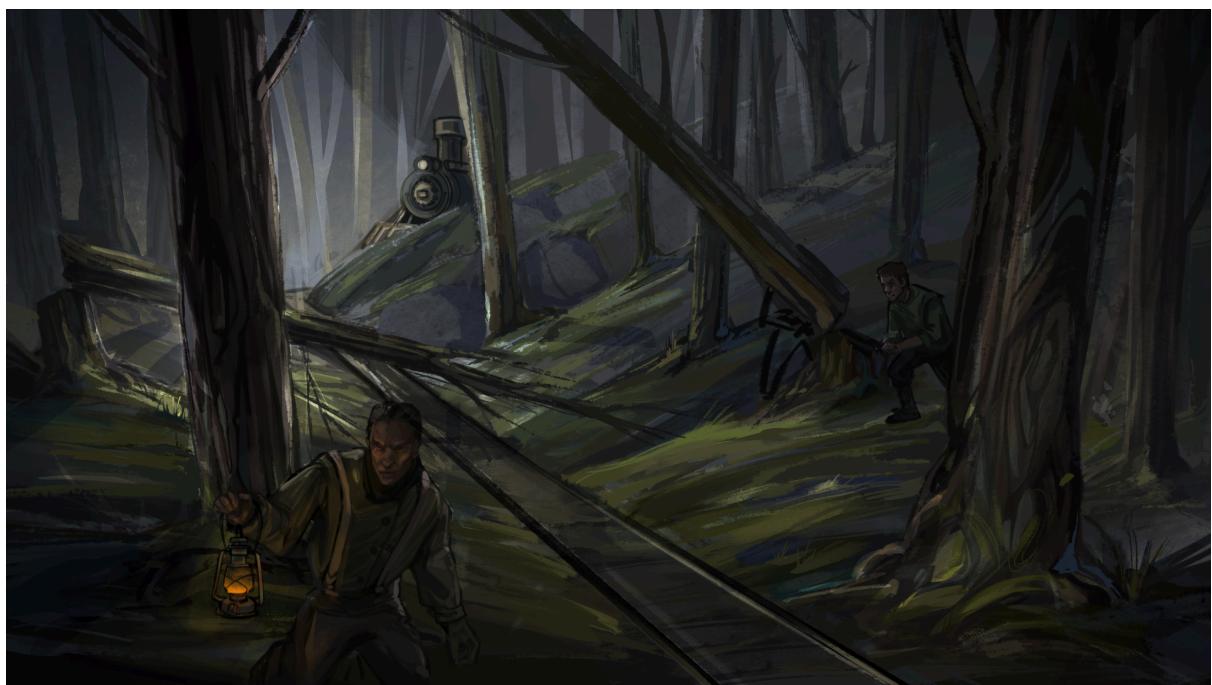


At the heart of the interface is the **Commander's Journal**, a dynamic hub that evolves as the player progresses. This journal serves both narrative and gameplay purposes, documenting character development, mission results, and moral decisions in a visual style reminiscent of a worn, handwritten WWII diary. The design incorporates parchment textures, typewriter fonts, and hand-drawn symbols, all directly influenced by preserved historical materials from the Slovak resistance. We don't have a visual of that but it will carry a similarly immersive vibe to the rest of UI.

Last but not least, accessibility remains a key focus of the UI design, with efforts underway to implement features such as simplified controls, colorblind-friendly design, and compatibility with assistive devices.

In-game artworks

The outcomes, decisions and some key events will be also visually represented by an artwork such as this one, showing 2 partisans cutting a tree for a sabotage of a train while another one is on the lookout:



Sound and Music

Audio Style and Themes

The style of the soundtrack is created to align with the aesthetic and emotional tone of the game. We use carefully mixed VSTs to imitate the entire orchestral ensemble, with highly defined violins and an emphasis on live recordings of Slovak folk instruments. The soundtrack also features deep and distorted synthesizers to add definition to the low frequencies, and in the action sequences, horns pitched down.

Specific themes are composed to match the vibe of the entire game and the historical facts behind it. Some of these themes are heroic, but there is a subtle sense of doubt in the melody to complement the overall audio style.

Soundtrack Composition

The soundtrack of *We Resist* reflects both the calmness of the Slovak countryside, with its deep forests and dangerous mountains, as well as the disturbing times of that period. The soundtrack tells a story about difficult times. To achieve the most fitting sound, we use typical Slovak folk instruments, such as the Fujara, Koncovka, and Accordion, in combination with orchestral elements and synthesizers.

The majority of the soundtrack is in a minor key, with a slow BPM and gradual changes in harmony to emphasize the tension and uncertainty of the situation. The melody is crafted to tell a story about the Slovak countryside and the partisans. In composing, we aim to evoke a range of emotions in the listeners simultaneously.

Sound Effects Design

Sound effects in *We Resist* play a critical role in immersing players and reinforcing the emotional and tactical elements of the game. The sound effects are carefully crafted to match the historical setting and gameplay dynamics. The background audio tries to capture the essence of the Slovak environment, from the rustling leaves of dense forests to the distant

sounds of occupied towns—marching boots, propaganda announcements, and the hum of vehicles.

On the other hand, Tactical missions are enhanced with realistic effects, such as the creak of floorboards during stealth movements, the metallic clink of sabotage tools, or the muffled sound of distant gunfire. Overall, the sounds we use are designed to reflect the emotional weight of key moments, such as the devastating crackle of flames consuming a village or the heart-pounding tension of an enemy patrol drawing near.

Market Analysis

Competitive Landscape

The market for narrative-driven games with historical themes has grown significantly in recent years, with notable titles such as *This War of Mine*, *Through the Darkest of Times*, and *Partisans 1941* achieving critical acclaim. These games resonate with players by combining engaging storytelling, strategic gameplay, and moral decision-making. However, many of these titles focus on broader or less personal aspects of resistance movements. *We Resist* differentiates itself by delving into the Slovak National Uprising, a historically significant yet underexplored event in gaming. Its unique focus on the multicultural resistance in Central Europe, paired with a seamless blend of management and tactical gameplay, positions it as a fresh and compelling addition to the genre.

Additionally, the game stands out through its emotional depth, visually distinctive art style, and emphasis on accessibility. While competitors often cater to hardcore audiences, *We Resist* is designed to appeal to both experienced players and newcomers who value narrative-driven experiences and historical authenticity.

Target Demographics

We Resist is designed to appeal to players aged 26–35 who are interested in:

- **Narrative-driven games:** Fans of emotionally engaging stories, especially those who enjoy titles like *This War of Mine* or *Through the Darkest of Times*.
- **Strategy and management games:** Players who enjoy tactical decision-making and resource management but seek a more personal and accessible approach compared to complex titles like *XCOM*.
- **Historical enthusiasts:** Those who are drawn to historically inspired games, particularly ones exploring World War II and resistance movements.
- **Casual and mid-core players:** The game's simplified mechanics and intuitive controls make it accessible to players who might not typically play tactical or management games but are intrigued by its themes and storytelling.

Geographically, the game targets a global audience, with a strong appeal in **Europe** and **North America** due to the cultural and historical context of World War II. Localization into multiple languages ensures that it reaches a broader international market.

Game References

War Mongrels

War Mongrels is a real-time tactical game set on the Eastern Front of WWII. Players lead a diverse resistance group including German deserters and locals, in the fight against Nazi forces. The game combines stealth, strategic combat, and complex missions, unveiling untold stories of courage and cooperation during the conflict.



This War of Mine

This War of Mine offers a unique war survival experience from a civilian's perspective. In a besieged city, players manage civilians, facing moral choices and survival challenges. With limited resources, each decision impacts the group's wellbeing, emphasizing the emotional and ethical dimensions of war.



Last Train Home

Last Train Home is a survival strategy game set in post-WWI, where players guide Czechoslovak soldiers through a war-torn landscape on the Trans-Siberian Railway. Managing resources and moral dilemmas, players face the harsh reality of war while striving to bring their crew home amidst civil unrest and combat.



Through the Darkest of Times

Through the Darkest of Times is a historical strategy game set in 1930s and 1940s Berlin under the Third Reich. Players lead a resistance group against Nazi oppression, balancing resource management and moral choices. The game highlights the struggles of ordinary people in extraordinary times, emphasizing the importance of small acts of defiance against a backdrop of war and tyranny.



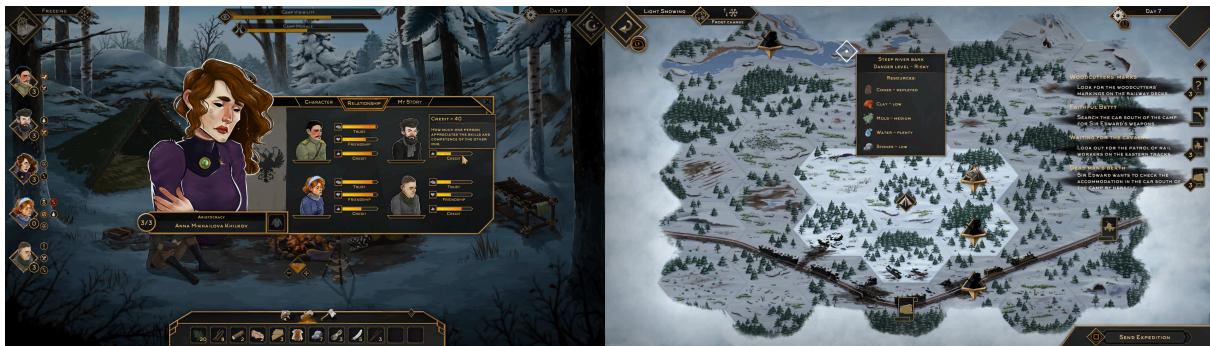
Gerda: A Flame in Winter

Gerda: A Flame in Winter is a narrative adventure game set in WWII Denmark. Players guide Gerda, a nurse, through tough decisions in a Nazi-occupied village. Balancing personal relationships and moral choices, players navigate a web of interactions, showcasing the resilience and complexity of human spirit during wartime.



Help Will Come Tomorrow

Help Will Come Tomorrow is a survival strategy game set in the harsh Siberian wilderness post-October Revolution. Players lead a group of Trans-Siberian railway survivors, managing scarce resources and navigating class dynamics while enduring extreme conditions until rescue arrives, emphasizing the human struggle and resilience in the face of adversity.



Partisans: 1941

Partisans: 1941 is a real-time tactics game set in WWII's Eastern Front. Players lead Soviet partisans in guerrilla warfare against German forces, combining stealth, combat, and resource management. The game emphasizes strategic planning in the face of enemy occupation, highlighting the resilience and ingenuity of resistance fighters.



Serial Cleaners

Serial Cleaners is a tactical stealth-action game set in 1990s New York, where players become cleaners for the mob, tasked with erasing evidence from crime scenes. Alternating between four unique characters, each with their own skills and stories, players navigate challenging scenarios, blending strategy and quick thinking to avoid detection while covering up the mob's tracks.



This is the Police 2

This is the Police 2 combines adventure, management simulation, and turn-based combat in a law enforcement simulation set in the cold, small town of Sharpwood. Players manage the sheriff's department, making tough decisions in criminal investigations and resource allocation, while navigating a story rich in corruption, power dynamics, and moral ambiguity.

