

OnePage Document

The Snow Is Far Away

Short Pitch

The Snow Is Far Away is a cozy, decision-driven game about a small village preparing for winter. Each day you face quiet but heavy choices. Each night, you live with their consequences.

Game Concept

- The player manages a village during the final weeks before winter.
- Gameplay is split into two phases:
- Day: villagers arrive with requests and dilemmas.
- Night: the player returns home to face the personal cost of those decisions.

Genre & Platform:

- Narrative Management / Decision-Based
- 2D or 2.5D with UI-focused gameplay
- PC (Windows)

Story & Setting:

- For the last three years, winters have grown harsher. People say the coming one will be the coldest yet. After a recent war, a small village prepares for the coming winter. Resources are limited, people are tired, and trust is fragile.

Ambiance & Audio

- Wind, footsteps, and fire as key ambient sounds
- Cozy yet melancholic atmosphere
- Soft autumn color palette
- Minimal animations and UI