



Description

Release Date:

You are a swordsman with great athletic ability and mastery of wall running, you find yourself in a futuristic neon lit city with only one way to go: forward.

TBA

You do not know why you're here or how you got here but you feel that there are answers for you at the end of your journey.

You will fight and maneuver your way around the city fighting off foes as you search for answers about who you are and your purpose.

Features

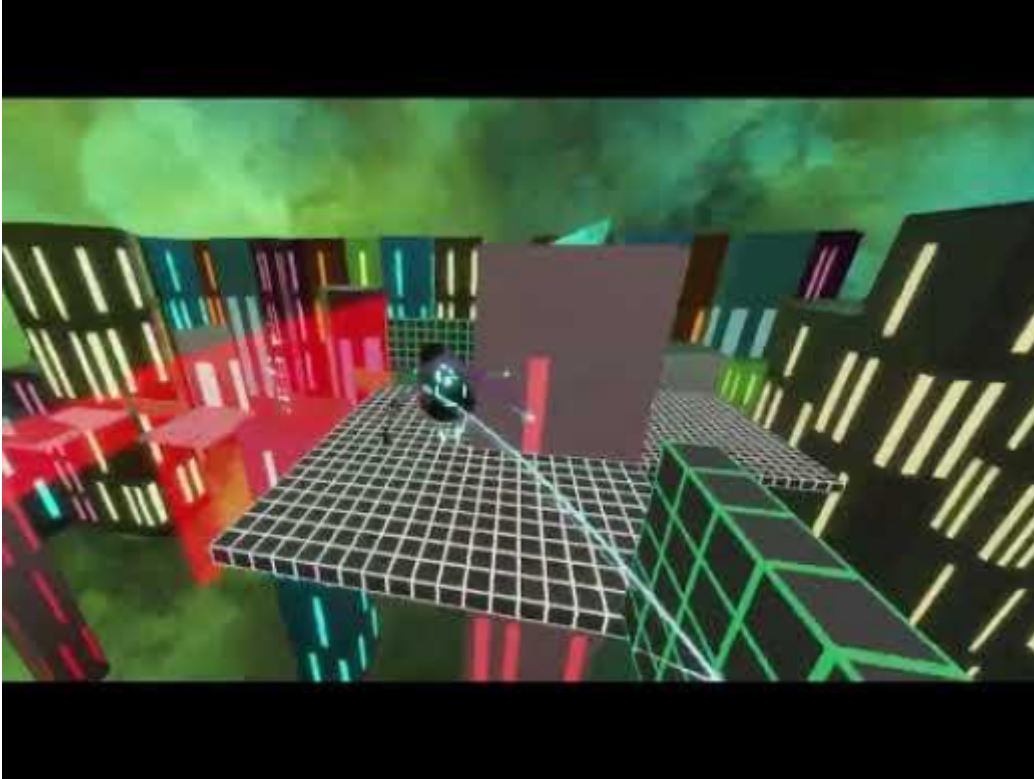
Platforms:

PC / Mac

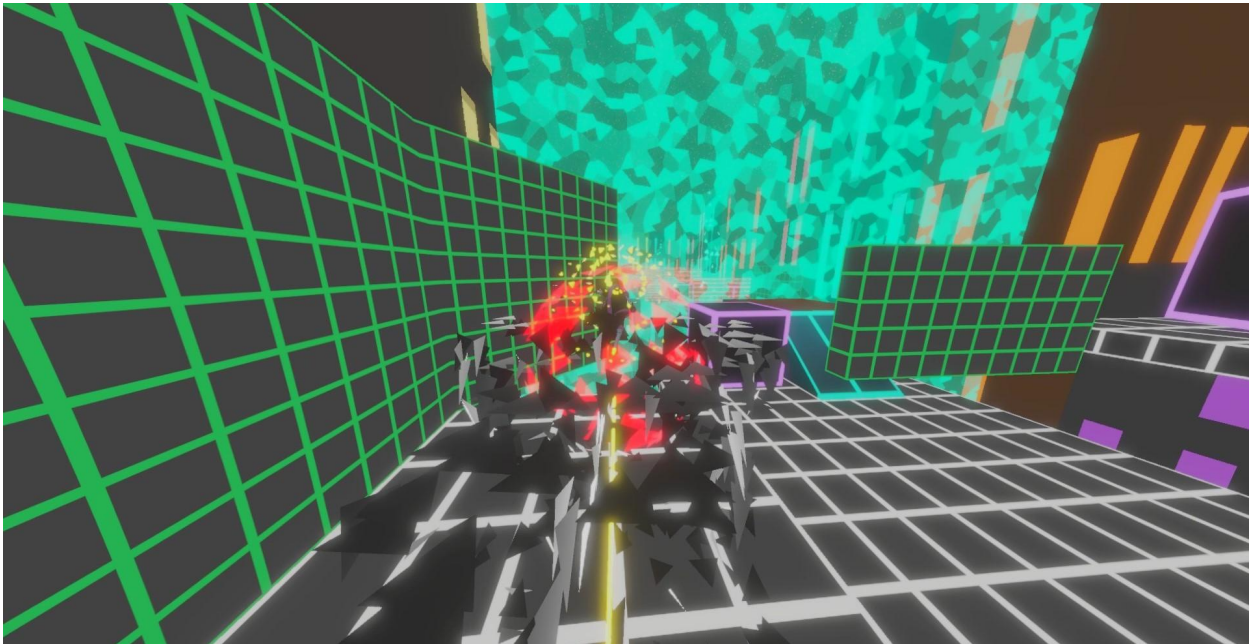
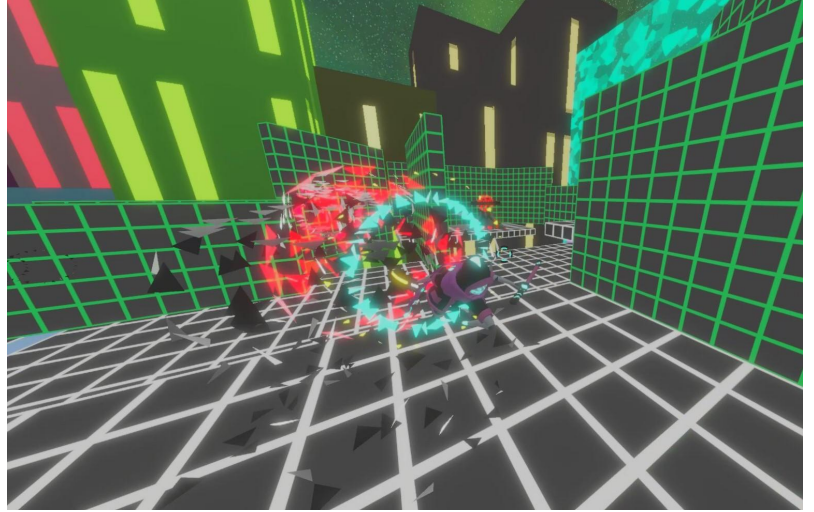
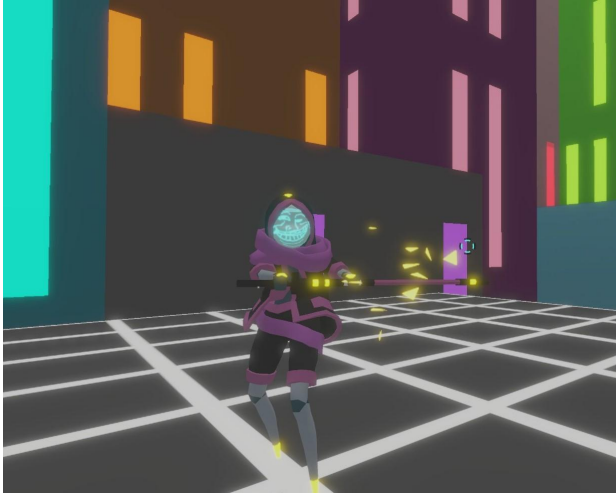
- Parkour focused gameplay with the player being able to maneuver around the map with ease
- Wall running and dashing
- Intense combat using your mobility to outsmart your opponents
- Stunning neon city setting

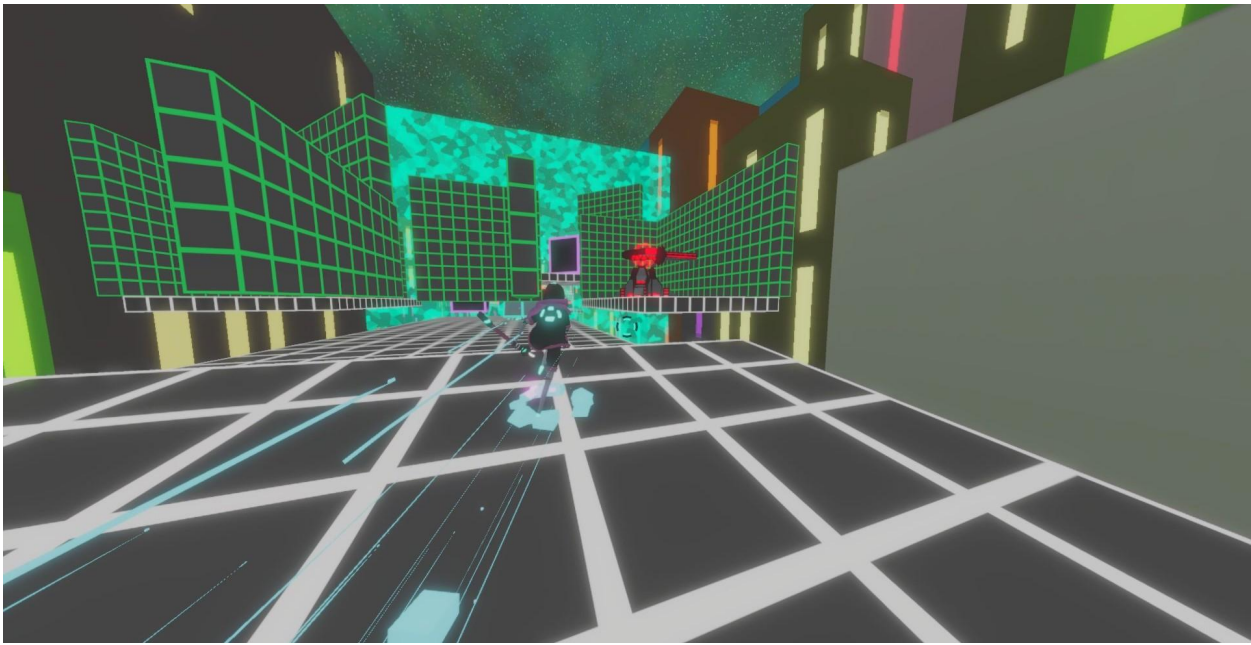
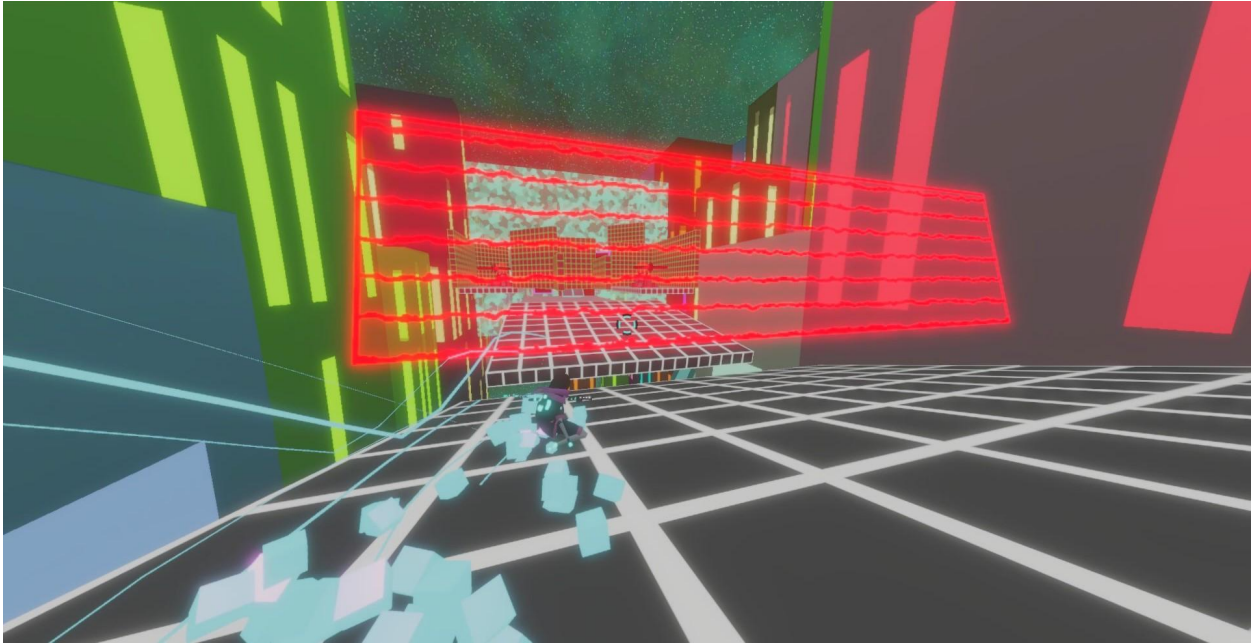
Video

Trailer Video: <https://www.youtube.com/watch?v=P1dlvfSensU>



Images





Credits

Arthur Gan

Input, Movement, Sound, Visuals

Brandon Hillig

Movement/Physics, Testing

Peng Xiao

Level Design, U.I

Simon Huang

Visuals

Tyler Burton

A.I