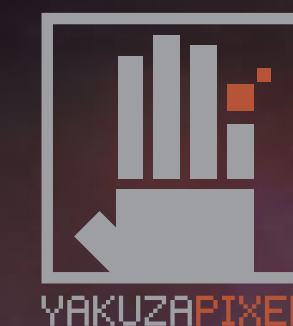


Wind Giants



Ministerio
de Cultura y Patrimonio

Instituto de Fomento
a la Creatividad y la Innovación



Synopsis



Many centuries ago, after the great catastrophe, the ancient sages of the center of the world devised a plan to revive the planet.

Four giants hidden in the floating islands await the guide who can solve the puzzles and awaken them.

What is it?

Wind Giants is an adventure and puzzle game set in a post-apocalyptic future, with a visual and sound environment strongly influenced by Andean folklore.

Genre: *3D video game with puzzle and adventure elements.*

Target: *Young people 15 years and older and adults with a taste for adventure and puzzles.*

Platforms: *PC Windows / Mac.*

Technology: *Godot as a game engine, Blender for graphics development.*

How to play?



W
A S D Move
SHIFT Run
Interact
Watch

The user will take control and from a first-person point of view will explore the floating islands, looking for clues and solving puzzles that will awaken the giants.

How to play?

The game is structured into four main areas, with different types of puzzles to solve. Each island has a main element that is represented by a giant.

Island 1

Giant: Turtle. Element: Earth.

Island 2

Giant: Condor. Element: Air.

Island 3

Giant: Frog. Element: Water.

Island 4

Giant: Hominid. Element: Fire.





The future

During 2023, updates will be launched focused on improving the visual and technical aspects of Wind Giants, in parallel we will seek financing to launch a definitive version in 2024.



Trailer



Game trailer available at: <https://vimeo.com/820397169/17ecf9543b>

Video game

Early access available at: <https://yakuzapixel.itch.io/wind-giants>

The team

- **Erik Urgilés:**
Creative Direction / Game Design / Art
- **César Izurieta:**
Technical Direction / Game Design / Music
- **Renán Mena:**
3D Art / Animación
- **Juan Pablo Hidalgo:**
3D Art / Environment Design
- **Leandro Dorta:**
Programmer / Level Building
- **Moisés Cevallos:**
Rigging






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from the middle of the world.*

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