



Genre:
Platform:
Target audience:

Adventure
Win & Mac, consoles
8 - 15 years

Goran Saric
Don Schmocker

Programming
Visuals

Summary

In DUR you wake up left alone in a empty city. You play a rusty iron sheet with a violin and you start to realize that you have a special talent. With the power of music the iron sheet can literally move the world around it. This is necessary to survive the threatening fog which floods the city of DUR. The goal is to figure out what happened with the city and to save it.

USPs

Music is the most important value of DUR because it keeps together all the parts of the game. It's the golden thread for the gameplay, the story, the visual style and of course the sound.

We offer a game mechanic that combines music and an instrument. Our surreal character and the world aesthetics are important values too, since they define the unique atmosphere and the feeling of the game.

Achievements

DUR has been nominated for several international awards: Game Connection developer award in San Francisco, the Indieprize award in Amstardam and for the Ludicious student award in Zurich. We were able to present the game on public television and local newspapers have mentioned DUR several times.

Plans for the future

For the debut release version of DUR we would like to implement 12 levels to have a play time of 3 or 4 hours.

Our aim is to find a publisher who supports the team to release and distribute DUR on various platforms. We would also be interested in developing a marketing strategy and defining future plans along with an investor.

Contact

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Phone:
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