

# Vei - The Trail of Life

## 1. Factsheet

**Semester:** 3

**Project Start:** October 17th 2016

**Project End:** March 3rd 2017

**Project Name:** Vei - The Trail of Life

**Platforms:** PC

**Players:** 1

**Genre:** 3D Adventure

**Rating:** None

### Summary:

“**Vei - The Trail of Life** is a **Story driven, exploratory 3D Adventure**,  
In which the player restores the nature of a devastated world.”

## 2. Features / USPs

- **Unique Characters**

Nýr is a mythical creature with features from different animals, which give him a unique and mystical look. By his side is Lille Venn, a spirit of the forest, who guides Nýr through the world and acts of a jolly comic relief character, as contrast to the barren landscape.

- **Recreation of nature**

The subject life and death are to be find in all features of the game. The player finds himself in a destroyed world, which is revived and nurtured by his actions.

This creates strong contrasts in the mood and the emotions of the player.

- **Emotional Story**

Vei tells a never told version of the nordic mythology around Ragnarök, the end of the world. This is why Vei offers the opportunity to create something new and tell a unique story.

- **Dynamic Soundtrack**

The music of Vei adjusts itself to the mood of the game. Each Level has a unique theme, which is tailored to the plot. The music carries the player into a magical world, underlines the suspense, when the player meets the evil and triggers emotional highs, when the player experiences a highlight.

### 3. Description

Vei is based on **places and stories of the nordic mythology**. Once upon a time the **tree of life** provided all world with energy. **Fenrir** the world eater longed for the **destruction of the tree**, to engulf the world in darkness. Fenrir's plan was successful and thus **all life was destroyed**, including Fenrir himself. Shortly before the end of the world, Idun, the goddess of nature planted her child in the **heart of the tree**. The child was named **Nýr**.

Nýr makes his way through **Yggdrasil**, his destroyed home. With is power, **creating life with each step**, he can **resurrect plants**, which will help him to **overcome obstacles**.

Besides Nýr, **spirits of the forest** roam the world, manifestations of **passed away inhabitants of Yggdrasil**. Amongst them is **Lille Venn**, who joins Nýr in his quest. Lille **supports him**, to find the magical fountains, to replenish the roots of the tree of life.

But not all encounters are as pleasant as meeting Lille. The corrupted **Ond** are spirits **possessed by darkness**. Blinded by a dark aura, the Ond try to **stop the revival of the world** at any cost. Nýr and Lille can only flee by finding hidden **altars**, which **revive their surroundings** and thus create a **shield** against the Ond. Do the Ond **touch** the altar, the corruption is **washed away** and the spirits are **peaceful** again.

This is how Nýr and Lille Venn undertake their long **journey**, to **nurture** their faded home **back to life** and **undo the destruction** Fenrir has caused.

### 4. Links

**Website:** <http://www.vei-official.com>

**Facebook:** <https://www.facebook.com/veitrailoflife>

**Youtube:** <https://www.youtube.com/channel/UCWemv08-OUdY0pxT63ToSg>

**Twitter:** @veitrailoflife

**Itch.io:** <https://keenfoxstudios.itch.io/vei>

**Steam Greenlight:** -

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