

NAIAD

 A GAME BY
HIWARP

Summary

- A relaxing and wholesome experience.
- A very unique and dreamy visual style.
- Lots of adorable animal friends to interact with.
- An original story about nature and environment.
- Entirely made using only own assets.
- Immersive ambient, music and sound design.
- Little poems, essences and secrets to discover.
- A personal game created with love by a 'solo dev'.



A personal project entirely handmade using only own assets:

- Sounds for water, birds, ambient, ... captured from the river during walks by the nature.
- All graphics, particle effects, shaders and a custom render pipeline, draws and brings to life a very unique visual style.
- A custom spline-based editor tool to create the river world of Naiad.
- Music composed using own synth modelled instruments mixed with guitar and flute.
- The typeface you are reading including glyphs of a forgotten language.



Handwritten text in a stylized, cursive script, likely representing the 'forgotten language' mentioned in the text. The text is written in white on a dark background.

A refreshing and serene swim at your own pace.

- Naiad was designed thinking about anxiety, stress, and sleep-related disorders, avoiding violence, task lists, and extrinsic rewards like points or collectible elements as much as possible.
- Naiad is a game about "flowing", and so it has very few blocking barriers to move forward. The player can decide to stay and solve a small puzzle, or skip and continue in most cases. This way the game adapts the difficulty and the gameplay style to the player.
- I have focused creating a game where the player feels free to explore, enjoy and leave.



Play with friendly and adorable animals

- Learn to flow like a duck, dive like a fish, dash like a frog, ...
- Meet other animals like butterflies, birds, rabbits, turtles, snakes, crocodiles, and more!
- Help them to overcome obstacles and dangers, and guide them to find their way, using your skills.



EP. 1
THE CLOUD

The essence that was born when the
rain kissed the rock

Find new animals in
every part of the river



You will discover the river map
course by completing chapters.

{ * * * }

شَدَّ جَبَّارٌ بِرَبِّهِ
وَسَدَّ جَبَّارٌ بِرَبِّهِ
وَسَدَّ جَبَّارٌ بِرَبِّهِ
وَسَدَّ جَبَّارٌ بِرَبِّهِ

The fish flows
In gentle curls
A thought draws

شَدَّ جَبَّارٌ بِرَبِّهِ
وَسَدَّ جَبَّارٌ بِرَبِّهِ
وَسَدَّ جَبَّارٌ بِرَبِّهِ
وَسَدَّ جَبَّارٌ بِرَبِّهِ

FAUNA



Reveal little poems and
essences in the forgotten
language of the nature



Progression

As the river journey continues to the sea, Naiad will grow, maturing and aging, and the time will pass from dawn to night.

Gradually, the river water will inevitably become less pure due to pollution.

This will shift the game from playing and looking to flow with the floating flowers and interacting with fauna, ... into avoiding waste and trash, trying to regenerate the flora, and facing the humans.

Naiad

The Guardian of the River



- The main character is a “Naiad”, which in ancient Greek means “to flow”.
- In classical mythology, the Naiad is a nymph presiding over fountains, wells, springs, streams, brooks and other bodies of fresh water.
- Naiad can swim in different ways to go faster, avoid obstacles, or just have fun dancing through the water.
- Naiad's heart glow in the darkness when she sings.
- Also can sing to make sprout flowers or to call some animals.
- Naiad is fully animated using procedural movement, based on oscillations for a more organic motion and a flowing look and feel.
- The hair of Naiad can grow under the sunrays, change its color, even you can pin little flowers on it.
- When humans are close or when feeling fear, Naiad becomes transparent, near invisible.



Hi!

I am Elwin Gorman. A multidisciplinary designer working on the dream of creating my own games.

I really love to work and experiment with design, art, development, music, sound, typography... so everything in the game has been created by me.

Who is creating Naiad?

HiWarp is a solo dev indie game studio based in Spain, creating NAIAD and PiAwk.

I am focused on iterative design exploring unique concepts, styles and mechanics, bringing original and very personal projects to life.



@hiwarp
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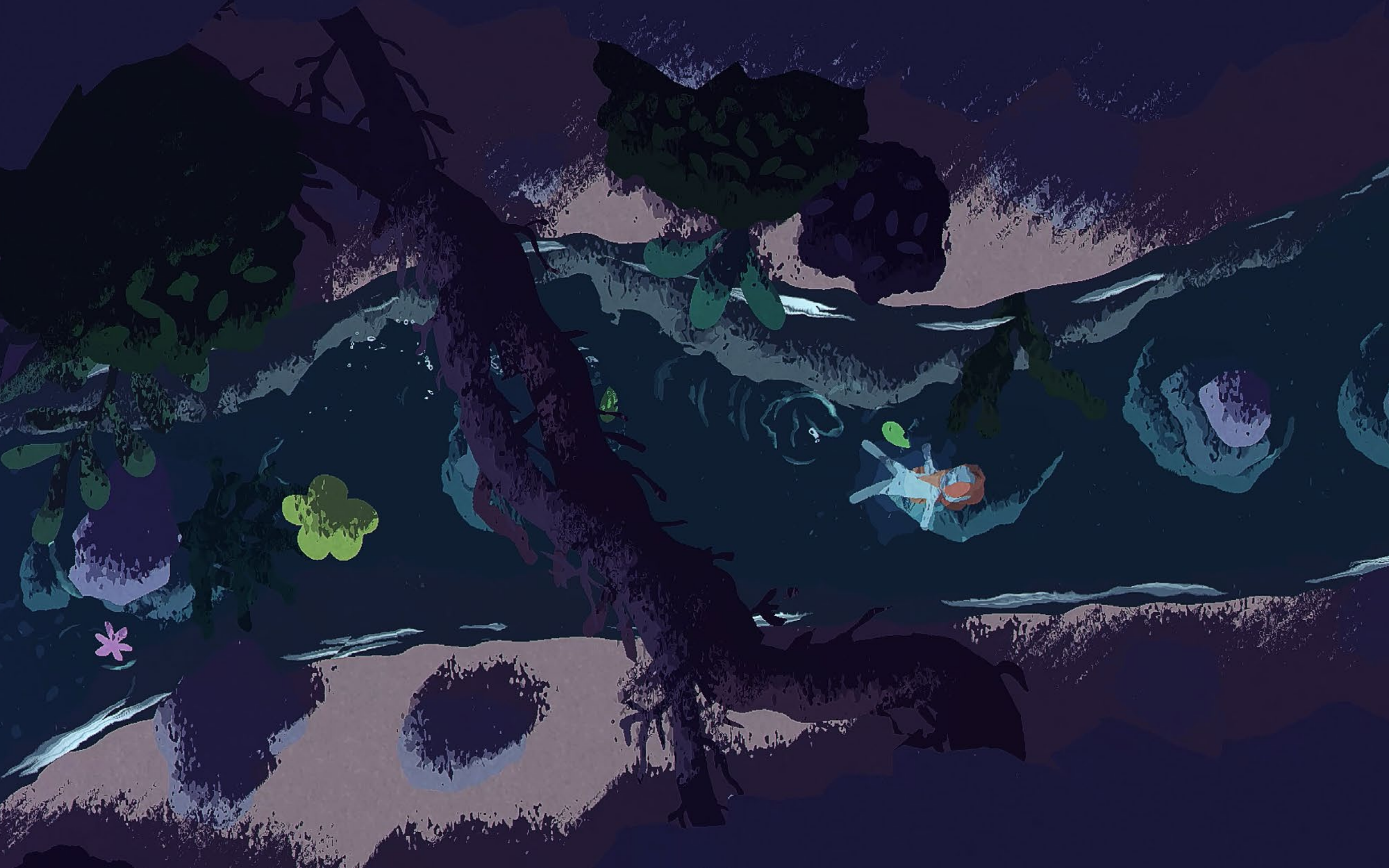














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