

# Path to Serenity

*We all get lost sometimes--an experience of rediscovery.*

## Synopsis

In Path to Serenity, it's easy to lose sight of what truly matters amidst the hustle of daily life. This cozy walking simulator invites players to step into the shoes of Jim, overworked office employees who have lost touch with the simple joys of life. The game is more than just a journey; it's an exploration of self-discovery and reconnection with what truly matters. Join Jim on a serene journey through tranquil environments, where each step brings them closer to rediscovering the brightness and peace they've been missing. Embrace the calm, reflect on your own path, and find serenity along the way.

## Features and Mechanics

*Path to Serenity* embraces the cozy walking simulator genre with the following features:

- **Exploration:** Jim must navigate various levels to uncover the right path and complete their journey of rediscovery. The gameplay involves personal engagement with their characters' challenges, focusing on the balance between work and family life.
- **Storytelling Through Levels:** As players explore, they will encounter discoveries and subtle audio cues that guide their progression and enhance immersion without overwhelming them.
- **Interactive Key Elements:** Certain objects in the levels are interactable, adding depth to the story beyond audio and cinematic elements. These intuitive interactions enrich the narrative and guide players through their journey.
- **Beautiful Aesthetics:** Levels are designed with a specific aesthetic to immerse players in Jim's experience, guiding and encouraging them throughout their exploration.
- **Personal Reflection:** Players will experience their character's personal journey, confronting what they've been missing and reconsidering their life priorities.
- **Emotional and Powerful:** As the characters face their dilemmas, the world around them will transform to reveal the inner beauty and peace they have overlooked. These changes will occur smoothly, reflecting the characters' growth.

## Story

In Path to Serenity, Jim are trapped in the relentless grind of their demanding jobs, pushing them to their limits and causing them to lose sight of what truly matters. Their story takes a transformative turn when they recall a letter from Aunt Didi offering her tranquil cabin as a retreat. Facing another long Saturday shift, end up taking a wrong turn on their way to the office, leading them to an unexpected path towards the cabin. Coincidence? Perhaps! Panicking over their low fuel and fear of missing work, they embark on a journey of rediscovery. As Jim explores Aunt Didi's cabin, they interact with nature and uncover letters revealing profound insights about themselves. Guided by these discoveries, Jim follows a trail leading to a mountain summit, where a breathtaking lookout offers resolution to their

journey. Path to Serenity invites players to experience a heartfelt adventure about reconnecting with the essence of life, peace, and personal well-being.

## Release plans

Although the game is not yet released, I am continuously working on it and reaching out daily to publishers in hopes of securing funding. If you are a publisher reading this, please consider getting in touch. Additionally, I am considering launching a Kickstarter campaign.

I have also applied for the DunDev competition, aiming to secure a month of support from the UK Games Fund to work on the game with three other colleagues and further improve the project. I hope they may also offer additional funding through their prototype fund if they wish to support the development of the project. This would provide an opportunity to pitch following DunDev.

Should these efforts not yield the desired results, I am prepared to self-publish the game through my studio. Upon release, the game will be available on Itch.io, Steam, and the Humble Bundle Store. I may also try Epic Games. It will launch in full, rather than in Early Access.

## Trailers:

- **Pitch Ya Game Trailer:** <https://youtu.be/JqA8oW5N8Fk>
- **Teaser:** <https://youtu.be/TIBiXdbZQTA>
- **Path to Serenity Sneak Peak:** <https://youtu.be/7PXMDIbLiCc>

Links to videos: To be added!

Links to images: To be added!

## About my studio



**Founded in November 2023, Ludus Pax Studios** is a solo venture led by me, Silviu Soare, a dedicated game developer and director/founder. My studio's mission is to craft immersive indie games driven by passion at an affordable rate. As a highly motivated game development graduate with accolades for exemplary performance, my studio's journey begins with the release of Rise of the Village Hero in January 2024.

## Links for the game and studio:

**YouTube:** <https://www.youtube.com/channel/UCybp8XXWfK8Jiq6mU4x8l1g>

**Twitter:** <https://twitter.com/LudusPaxStudio>

**E-mail address:** [silviusoare@luduspaxstudios.uk](mailto:silviusoare@luduspaxstudios.uk)

**Discord:** [Studio - Discord server](#)

**Steam:** [https://store.steampowered.com/app/2737960/Rise\\_of\\_the\\_Village\\_Hero/](https://store.steampowered.com/app/2737960/Rise_of_the_Village_Hero/)

**Studio website:** [Studio website](#)

Instagram: <https://www.instagram.com/luduspaxstudio/>