

→ There's more! We also talked about the Non-Linear Quests! As our main idea for the game was the question of "choice", the player will be able to choose how he wants to fulfil the different quests!

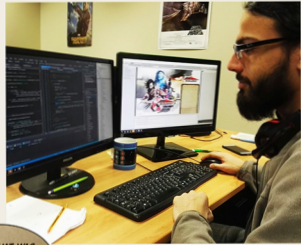
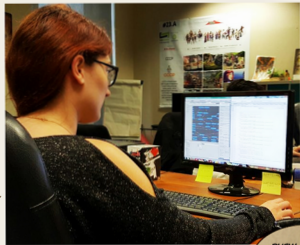
↳ <http://deadinvinland.com/2018/01/11/quests/>



→ Finally, we wanted to show the people who are making this game for you! This month, we've introduced Valentine, game designer and Raoul, developer!

↳ <http://deadinvinland.com/2018/01/09/valentine/>

↳ <http://deadinvinland.com/2018/01/23/raoul/>



PHEW THAT WAS MORE THAN I THOUGHT! SEE YOU NEXT MONTH!

