









# Muran

Indie game by Stryga Studio



Our indie game project Muran aims to create well-balanced fast paced action fighting system with RPG elements.



Storywise the game will be mostly based on linear scriptwriting with some branching possibilities evolving around memorable characters, historical Slovak Middle Ages setting and typical regional blend of tragedy and humour.





Captivating 3D low-poly aesthetics ensure response from trending gaming scene while keeping in mind the goal of our highest possible artistic expression made with love for personal project - something which would never come to live under conditions of commercial AAA development.











Check [stryga.net](http://stryga.net) for more!