



Ugo founded Amor Mundi; a young studio based in Plaine Images's Incubator in Roubaix. Their goal is to develop documentary games about engaging and engaged themes. Their first game, *Witnesses will vanish*, is a "point'n click" adventure and couldn't be more Franco-German!

In this documentary game, you take the role of Ugo in a simulated operative system where you can emulate his research about the alleged arrest and deportation of his great-grand-mother Paulette in 1942. After the war, she came back to France with a little girl. The player discovers through his research that Paulette maintained a love affair with a German officer and gave birth to a child in a prison camp. This is a rather unusual perspective from war which has not been exploited in video games yet.

Amor Mundi is working on the prototype at the moment. Since the project is unconventional and personal, Ugo has identified the need to find partners with different backgrounds to bring his vision to a more ambitious state. He is looking for talented partners with complementary skills on multiple fields from creative to financial support. The theme of the game makes it perfectly suitable for a Franco-German co-production. The studio considers it a great idea to work with people from both countries, not only for manpower reasons but for the cultural differences. This way even if the witnesses do vanish, there will be a very particular testimony.

