

OUR VISION

At its core, Shadows of Occupation is about understanding history through experience. By putting players in the shoes of diverse characters, the game highlights themes of:

- Resilience and survival: Facing the harsh realities of occupation.
- Inclusion and diversity: Showcasing different ethnicities, genders, and social groups.
- Ethical decision-making: Encouraging players to consider the consequences of their actions.
- Cultural heritage and memory: Preserving the stories of those who lived through these dark times.

ABOUT THE PROJECT

Shadows of Occupation is an innovative narrative-driven game that offers players a chance to experience life in an occupied town during World War II. Players will interact with characters from different backgrounds, make choices that shape their story, and uncover hidden secrets about resistance, survival, and the cost of war.

The project aims to blend history with engaging gameplay, allowing participants to not just learn about the past but to feel it through immersive storytelling.

While World War II is often explored in media, Shadows of Occupation focuses on the daily struggles of civilians, resistance members, and those caught between survival and moral dilemmas.

PARTNERSHIP



Co-funded by
the European Union

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SHADOWS OF OCCUPATION

PROJECT NUMBER:
101174535

WWW.SHADOWSOFOCCUPATION.EU





PROJECT OBJECTIVES

Promote Historical Awareness

Through detailed storytelling, players will explore historical events with accuracy and depth, engaging with narratives inspired by real testimonies and scholarly research.

Foster Empathy & Social Inclusion

By playing as characters from different social, ethnic, and economic backgrounds, players will gain a deeper understanding of marginalized communities and the struggles they faced under occupation.

GAME FEATURES & ACTIVITIES

- **Narrative-Driven Gameplay**

Players will be immersed in an evolving story where their choices matter. Each decision impacts relationships, survival, and resistance efforts.

- **Mystery & Investigation**

Uncover the hidden networks of the resistance, decode encrypted messages, and navigate through a world of danger and secrecy.

- **Diverse & Authentic Characters**

Meet and interact with a cast of characters, each with their own story to tell. From local shopkeepers and underground fighters to foreign spies and displaced families, every character adds depth to the world.

- **Educational & Historical Modules**

A built-in archive with real documents, photos, and accounts from WWII. Historical insights into life under occupation, the resistance movements, and the ethical dilemmas people faced.

JOIN THE JOURNEY

Want to be part of this groundbreaking project? Whether you're an educator, historian, gamer, or someone passionate about cultural heritage.

PROJECT ACTIVITIES

- Extensive research into World War II occupation history to ensure historical accuracy.
- Designing and developing the interactive game narrative.
- Implementing choice-based gameplay mechanics that adapt to player decisions
- Ensuring diverse representation in characters and storylines.
- Implementing accessibility features for players with different abilities.
- Partnering with organizations that promote gender balance and social inclusion.
- Producing a video documentary that captures the game's development journey, historical research, and impact.

