

FROZEN TRACKS

A first-person survival adventure through an arctic wasteland.
Your vehicle is your only refuge.



FEATURES

PHYSICAL CONTROLS

Operate oversized, satisfying levers, switches, buttons and instruments.

VEHICLE CENTRED GAMEPLAY

Operate the vehicle from within and move freely through its interior as it travels across the frozen landscape.

MOBILE SHELTER

Your vehicle is your only refuge from the cold. Keep it running to stay alive.

FACTS

GENRE:

Survival Adventure

MODE:

Singleplayer

PLATFORM:

Windows & macOS

ENGINE:

Unity

STAGE:

Pre-Production

PLAYTIME:

30–60 min

THE GAME

As a convicted prisoner, you must complete a retrieval mission to earn your freedom. Alone in a frozen wasteland, your only shelter is a rundown snow vehicle.

CURRENT GAME STATE

A technical and visual prototype with core systems in place and minimal narration. Developed over 3½ months as a bachelor's project and now in continued development.

TEAM

We are interested in haptic controls, walkable control rooms and immersive game worlds where interfaces are not separate menus, but part of the environment itself. Our work explores how machines, spaces, and player interaction can feel physical, grounded, and atmospheric.

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<https://fernwerk.itch.io/frozen-tracks>

