



MEDIA KIT · V2 · OCTOBER 2026

Googy Studios · Berlin

You're an 8-bit character adrift in a 3D world dissolving under its own weight.

FACT SHEET

Title	You Don't Belong Here
Developer / Publisher	Googy Studios
Based in	Berlin, Germany
Founder	Daniel Sgan-Cohen — creative director, solo developer
Genre	Metroidvania platformer (Steam: Action, Indie)
Engine	Unreal Engine
Platforms	PC via Steam; console versions planned
Playtime	About 2–2.5 hours
Release	To be announced
Playtest	Running through Steam — request access by email or in the Discord
Steam	store.steampowered.com/app/4005260

AWARDS AND SELECTIONS

- **Best Pitch, Winner** — Game Access 2026
- **Finalist 2026** — Indie X Awards
- **Official Selection 2026** — The Rabbit Indie Games Residency (COCONAT / Medienboard Berlin-Brandenburg)

The game

You don't belong here, and nothing about you does — not your flat little body, not the sideways way you move, not the way you flicker when the world gets too close. But it's all falling apart anyway: textures peeling, geometry losing its grip, whole rooms forgetting how to hold their shape. Not belonging to a broken world might be the only way to survive it.

You Don't Belong Here is a metroidvania adventure about leaving the comfort of your own familiar game and exploring realms that were never built for you — a bit like reverse-engineering a world you want to see from every angle, differently each time.

THE HOOK

The medium is the mechanic: art style is ability.

Shifting the world between entire eras of game art is not a filter — each style is a different ruleset, changing how you move through, fight in and break the world around you. No other game uses visual style itself as its core ability system.

KEY FEATURES

- **Every room is a different art style.** Photogrammetry scans of real places, claymation animated at 8fps, construction paper, cardboard, retro-CGI — with voxel, low-poly, cartoon, noir, Gaussian splat and woolcraft in development.
- **Don't just fight it — break it.** Enemies lose detail as they take damage: geometry cracking, movement glitching out. Take too many hits and your own resolution drops, your hitbox slipping loose from your sprite.
- **Abilities mapped onto the axes of 3D space.** Double Jump, Dash, Throw, Spin and Flip — each one another negotiation with a dimension you were never built for.
- **Metroidvania structure.** Hidden routes, meaningful backtracking and a world that won't show you everything on the first run.
- **A world that talks back.** Sardonic, melancholic and self-aware. The people you meet speak in warped rendering jargon — LODs, MIPs, wireframes.

PRESS

“Who knew a Steam playtest would make me want to reevaluate my entire life?”

Dwayne Jenkins, [Glizzy — Dwayne's Indie Neighborhood V4](#)

“Nothing in the first few minutes prepares players for what's really waiting for them.”

Markus Riexinger, nd (nd-aktuell.de) — translated from German

FROM THE PLAYTESTS

“The themes of isolation, not belonging, confusion and glitchiness — combined with the jarring transition from 2D to 3D — really hit home. The design is phenomenal and kept my curiosity going.” — Eliad K.

“The game world feels ironically cohesive despite the mishmash of stylistic elements. The recurring emergence of LOD gimmicks and exposed wireframes gave me a Portal vibe, where nothing is as it seems.” — Shuo Z.

“I liked its duality — the simple interface but deep philosophical questions. This dissonance makes the player feel like something isn't right. Something which does not belong.” — Michael K.

The studio



Googy Studios is an indie game studio in Berlin, founded by Daniel Sgan-Cohen. You Don't Belong Here is its first project — a solo effort, in active development, with a completed playtest and a live Steam page.

Daniel is a 3D artist, game artist, animator and illustrator, holding a BA (Hons.) in Game Arts & Animation from SAE Institute Berlin. The game grows out of his own experience of leaving home and finding his footing in an unfamiliar culture.

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SOCIAL

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ASSETS

Logos, key art, screenshots and the trailer may be used freely for coverage of You Don't Belong Here. Ask at Contact@googystudios.com for anything you need in another format.