

My name is Anatolii Koval. I am the one-man developer studio from Ukraine. I have been creating atmospheric story-driven adventure games since 2011. I make games with Unity2D. I am also an artist, doing all concept and final artwork for my games.

In 2012 I released my first game, "The Kite". Four years later (including a two-year sabbatical) I released "Octave", and a year after that "Little Kite". In 2018, I released "Repentant", the sequel to Little Kite.

If you have any questions you can contact me by e-mail at info@anatestudio.net.

Games of Anate Studio:



Repentant (2018)

The game is a dramatic point&click adventure about criminal who is trying to atone for the sins of his past.



Little Kite (2017)

Dramatic adventure about Mary and her son Andrew. (The Kite remake). The game highlights the problems of an unsuccessful family, in which one person has given up, and another tries to correct mistakes of the past.



Octave (2016)

Horror adventure. Dark woods, monsters, paranormal activity. You are dragged into a dark forest, but on the verge of death, you are mysteriously saved from your killer by a someone or something.



The Kite (2012)

Dramatic adventure about Mary and her son Andrew. The game highlights the problems of an unsuccessful family, in which one person has given up, and another tries to correct mistakes of the past.



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