

WHO IS PEDRO

Pedro Nolasco da Encarnação

Pedro Nolasco da Encarnação is the author's great-great-grandfather, recorded in the family tree. He lived in the Recôncavo in 1887, one year before abolition. In the game he is the fisherman who welcomes the traveler at the pier.



Myths' Valley

A GIFT FOR PEDRO

A playable 3D valley built as a gift to Pedro Nolasco da Encarnação, the author's great-great-grandfather, in Bahia's Recôncavo in 1887, with characters, houses, trees and props generated in Tripo.

Play the demo
mythsvalley.app.br/en/play
WINDOWS DEMO · FREE

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TRIPOTHON S1 · GAME TRACK · TRIPO TOOL TRACK



THE STORY

A letter, a saveiro, a pier

In 1887 a letter waits three months in a drawer at the Salvador notary: an uncle you barely knew has left you a wattle-and-daub house and a field in the Recôncavo.

You cross the bay on a saveiro and step onto the pier of Bom Jesus dos Pobres, where Pedro, a fisherman in his twenties, teaches you to farm, fish and make manioc flour. On moonlit nights, they say, the Matinta Pereira whistles in the forest.



THE VALLEY

Bom Jesus dos Pobres

The real map of Bom Jesus dos Pobres, the sea from DHN nautical chart 1108 and the church rebuilt from photos.

- Third-person exploration, tides and a day/night cycle
- 24 villagers with routines, gifts and Portuguese voices
- 22 quest chains, farming, fishing, cooking, building and three save slots
- An almanac, cordel booklets hung around the village and a real map



MADE WITH TRIPO

261 models

Villagers, houses, animals, fish, furniture and props: 261 GLB models generated in Tripo from the project's art, with retopology, rigs and animation clips, assembled in Godot 4.7.



261
3D models generated with Tripo

24
villagers with daily routines

3,117
trees planted in the valley

1.54 M
triangles across the models

87,475
lines of GDScript

15
days of development