



THE  
Birdsong  
Tree

HONGO  NEON  
GAMES BY



## The game

**The Birdsong Tree** is a gentle building game where shaping birdhouses and a growing tree quietly reveals a couple's life story, told through animation, atmosphere, and care.



# Features

- **Light, Expressive Building**

Create and place birdhouses freely, focusing on expression rather than optimization.

- **Wordless Narrative**

A couple's life story unfolds through silent, cinematic scenes triggered by play.

- **A Living, Growing Tree**

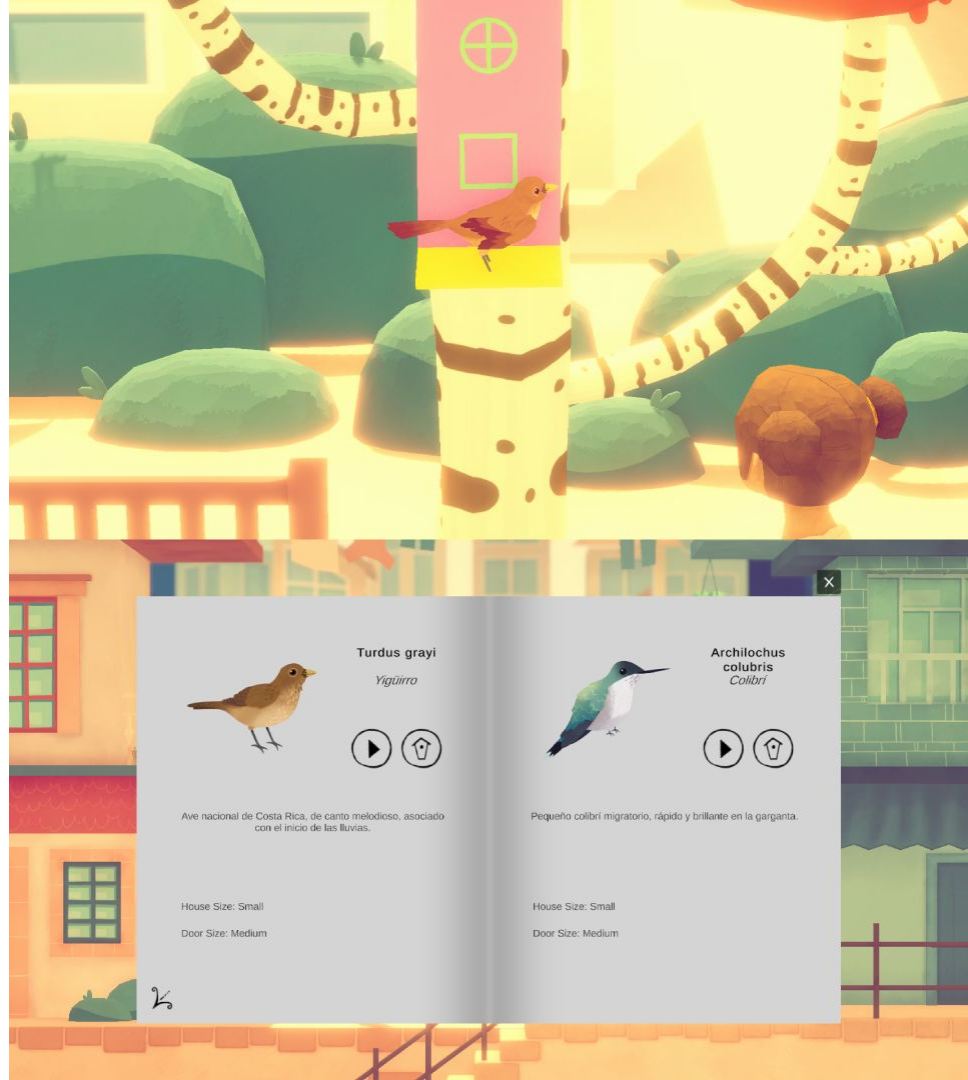
The tree evolves over time, reflecting progress and emotional tone.

- **Implicit Player Choice**

Decisions emerge through care and priorities, without dialogue menus.

- **Calm, Atmospheric Experience**

Birdsong, ambient sound, and gentle motion define the pace.



# Gameplay



## Observe the World

1. Birds arrive and the environment subtly changes.



## Identify and Decide

2. Decide to build a home for the bird, or let it go.



## Build and Place Birdhouses

3. Create and place birdhouses using modular pieces.



## Watch the Outcome

4. Birds react and the tree grows or shifts.



## Repeat with New Context

6. The loop continues as the tree and story evolve.



## Story Emerges

5. Story moments unfold through animation.



## Info

- **Website**

<https://hongoneon.com/the-birdsong-tree/>

- **Screenshots**

[https://hongoneon.com/wp-content/uploads/2026/01/TBT\\_screenshots.zip](https://hongoneon.com/wp-content/uploads/2026/01/TBT_screenshots.zip)

- **Video**

<https://youtu.be/AG4QqESZduE>

- **Prototype**

[https://drive.google.com/drive/folders/1FoS3iy\\_wNhbBW1e5\\_s5Tk9AoICFj-kjL?usp=sharing](https://drive.google.com/drive/folders/1FoS3iy_wNhbBW1e5_s5Tk9AoICFj-kjL?usp=sharing)

## **Development Status**

We're currently testing a prototype. We're aiming for an hour and a half of gameplay with replayability.

**Target Release:** August 2026

**Target Platforms:** Steam, PlayStation 4 and 5, Switch

## **What we need**

We are looking for a publishing partner with strong public relations and an established community to help bring The Birdsong Tree to a wider audience. We need support in marketing strategy, visibility, and outreach, as well as financial backing to cover the costs of these efforts, allowing the development team to stay focused on delivering a polished and emotionally resonant game.

## About Us

**Hongoneon** is an independent game studio founded in 2024 by three digital animators from Costa Rica and Guatemala. The studio specializes in artistic, narrative-driven games that blend storytelling, music, and visual art into emotionally meaningful experiences with a distinctive visual identity and a focus on mature, introspective themes. Hongoneon released its debut title, **Oscuro Blossom's Glow** in 2025, and continues to develop and publish games for platforms such as Steam and PlayStation, aiming to create concise yet impactful interactive worlds that resonate emotionally with players.



# Meet the Team



LEAD DEVELOPER  
**KEYNER MORA**

Keyner is a 3D animator and programmer with 5 years of experience in the audiovisual industry.



ANIMATOR & ARTIST  
**ADRIANA ECHEVERRÍA**

Adriana is a 3D and 2D animator and illustrator with 5 years of experience in the audiovisual industry.



ARTIST & QA  
**RAÚL SANDOVAL**

Raúl is a 3D artist, lighting artist, and educator with 5 years of experience in the audiovisual industry.



# Contact

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**THANK YOU**  
FOR YOUR ATTENTION!