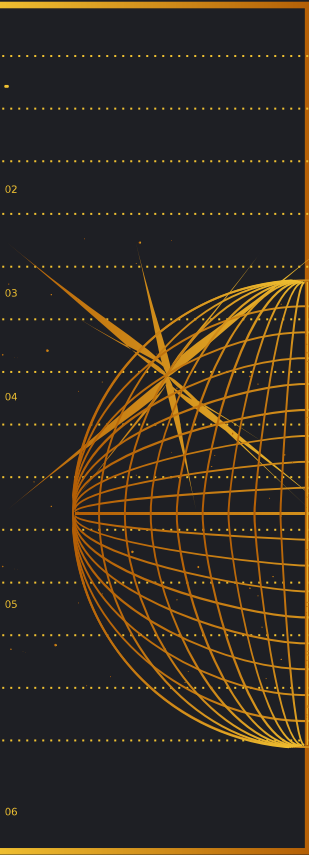




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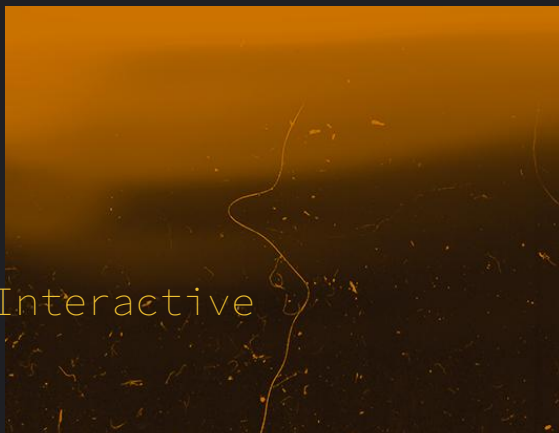
06

ANTLIA  
1998

ORION  
1998

# Érimos Project

## *CONCEPT DISCOVERY*



Akita Interactive

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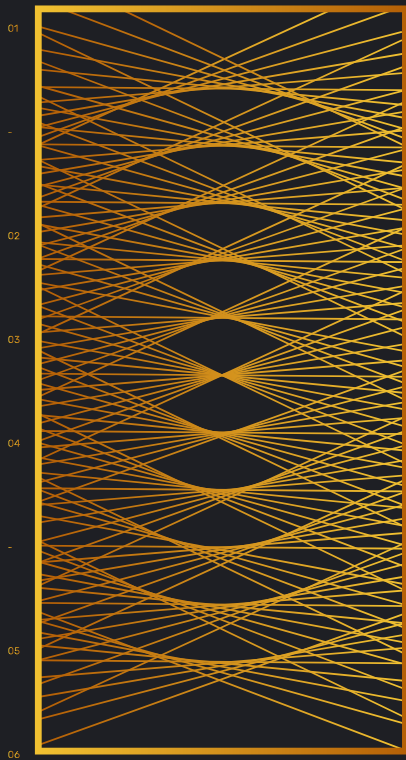




<b>INFORMATION</b>	<b>01.</b>
<b>VISION</b>	<b>02.</b>
<b>CORE GAMEPLAY PILARS</b>	<b>03.</b>
<b>MOODBOARD</b>	<b>04.</b>
<b>STORY</b>	<b>05.</b>
<b>SKETCHES</b>	<b>06.</b>
<b>LEVELS</b>	<b>07.</b>
<b>TECH AND TOOLS</b>	<b>08.</b>
<b>VISUAL GOALS</b>	<b>09.</b>
<b>COMPETITORS</b>	<b>10.</b>

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# 01.

## INFORMATION

General information

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# ÉRIMOS PROJECT

## BY AKITA INTERACTIVE

### Production

Claudia Martín  
Mónica Martín

### Leads

Isabel Lammens  
Bernat Martínez  
Baran Sürücü  
Ehsan Zareh

### Art

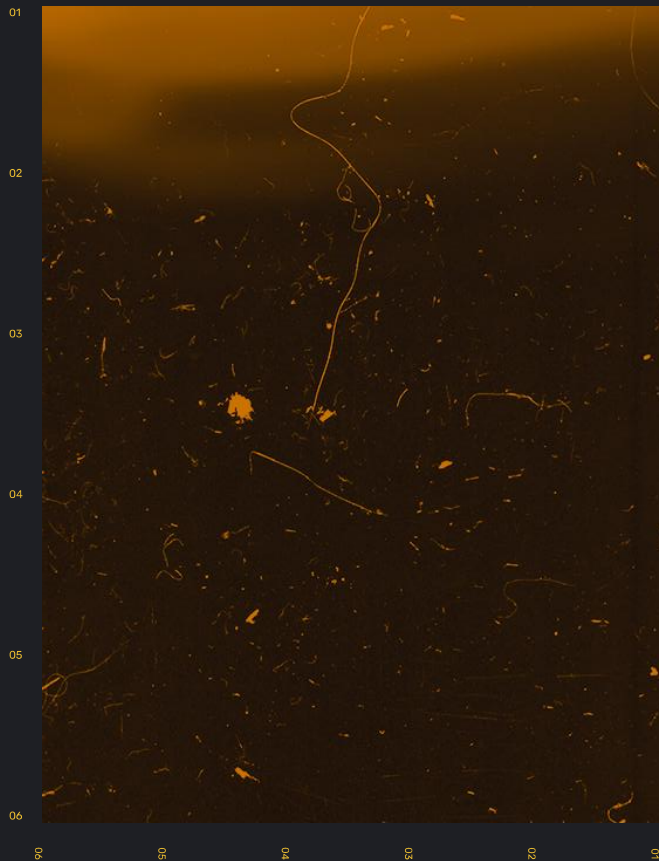
Eduardo Godoy

### Game Design

Vicenç Bosch  
Marius Dambean  
Clàudia Escuder  
Eduard Gállego  
Joel Herraiz  
Phan Nguyen  
Eric Torres

### Programming

Armando González  
Bernat Güell  
Enrique Imbert  
Miquel Miro  
Edward Regas  
Alvaro Soppelsa





# ÉRIMOS PROJECT

BY *AKITA INTERACTIVE*

## Production

Claudia Martín  
Mónica Martín

## Leads

Isabel Lammens  
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Baran Sürücü  
Ehsan Zareh

## Art

Eduardo Godoy  
Isabel Lammens  
Clàudia Escuder  
Eduard Gállego  
Claudia Martín  
Phan Nguyen  
Ehsan Zareh

## Programming

Bernat Martínez  
Baran Sürücü  
Armando González  
Bernat Güell  
Enrique Imbert  
Miquel Miro  
Mónica Martín  
Edward Regas  
Alvaro Soppelsa  
Vicenç Bosch  
Marius Dambean  
Joel Herraiz  
Eric Torres

## UI

Claudia Martín  
Bernat Martínez  
Eduard Gállego

## Game Design

Marius Dambean  
Eduard Gállego  
Joel Herraiz  
Eric Torres

## Level Design

Vicenç Bosch  
Clàudia Escuder  
Phan Nguyen

## Audio

Alvaro Soppelsa

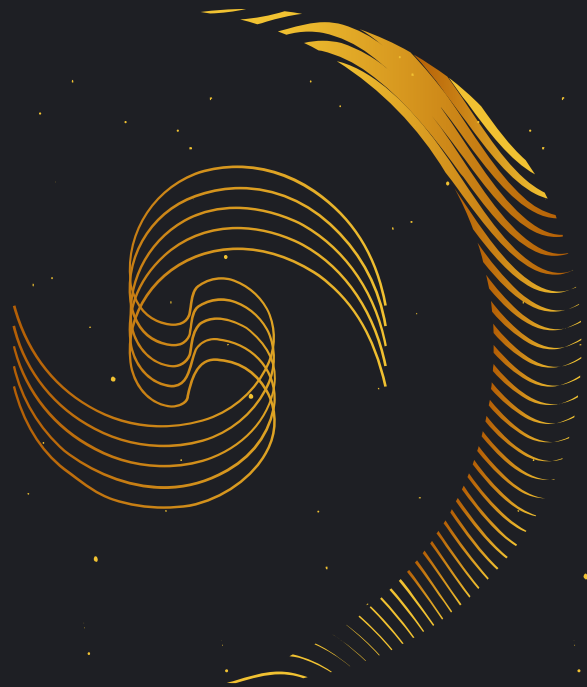
## Environment Props

Isabel Lammens  
Eduardo Godoy  
Phan Nguyen  
Claudia Martín

## Characters

Eduard Gállego  
Ehsan Zareh  
Eduardo Godoy





# 02.

## VISION

Short summary of the game from  
different perspectives

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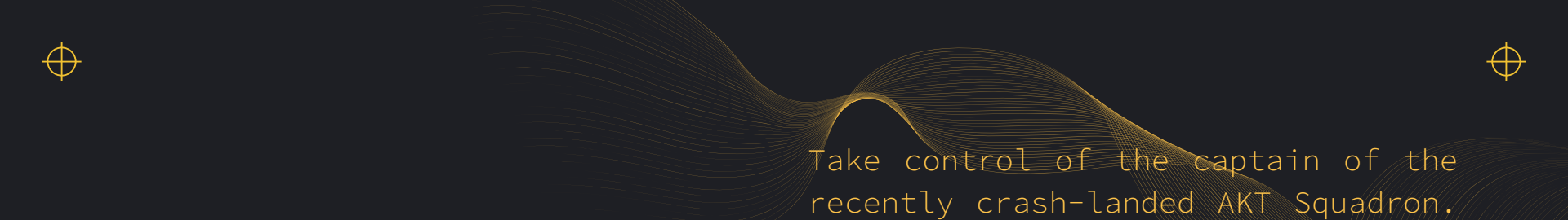


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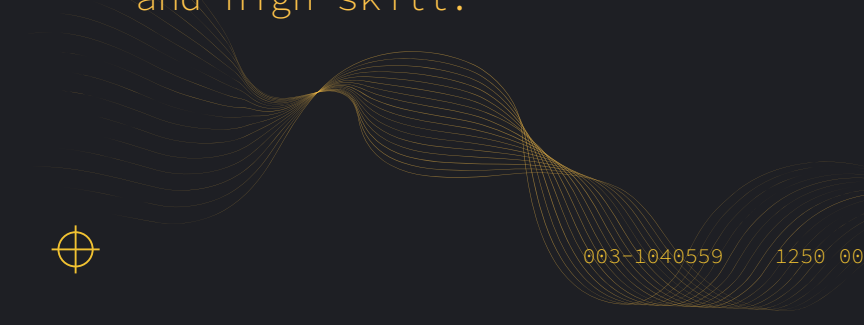
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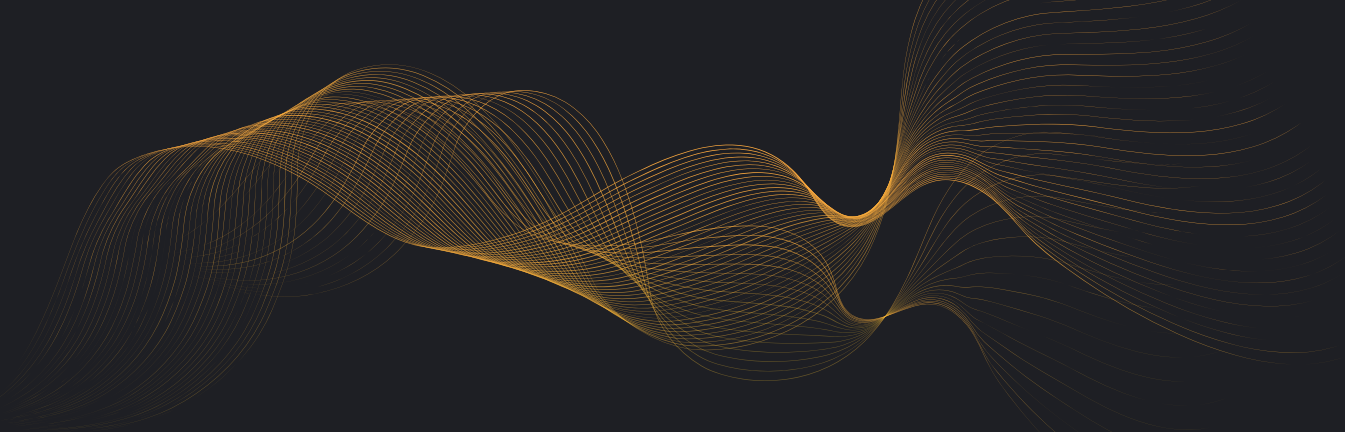
06



**Érimos Project** is a **fast paced hack-and-slash** that allows players to use the corpses of their enemies to enhance their character's body. Extract and choose from a **variety of parasites** that will become your **ever-shifting arsenal**, giving the game a high level of **replayability**. Collect **relics** to **solve puzzles** in fast paced action, rapid movement, and high skill.



Take control of the captain of the recently crash-landed AKT Squadron. Tasked with an obscure mission of investigating this unidentified desert planet - **you find yourself with your team missing, a parasite attached to your arm, and in a fight against deranged fauna** infected by similar beings. Investigate the anomalies of the mysterious planet, race against the clock to rid yourself of this parasitic creature, and **discover the underlying truth hidden deep within the sand-shrouded surface.**

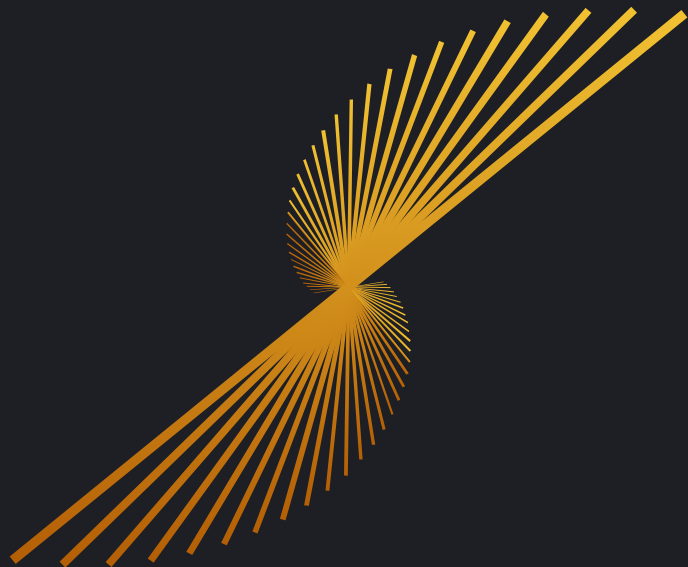


**“Meet your long-awaited destiny as you hack through hordes of otherworldly beings.”**

---







# 03.

## CORE GAME PILLARS

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# CORE GAME PILLARS



## Space Thriller

---

Exotic creatures on an unexplored desert planet.



## Flexible & Exciting Combat

---

Constantly fresh and unpredictable combat that challenges and rewards players.



## Fast Paced Puzzles

---

Light puzzle solving with traps and combat to test players' reflexes.





# FLEXIBLE & EXCITING COMBAT

Constantly fresh and unpredictable  
combat that challenges and rewards  
players.

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# BASIC COMBAT MECHANICS

## Attacks

Players have access to **two basic types** of attacks - **Melee** & **Ranged**.



### **Base Melee Attack:**

Slash at your enemies with your parasitic arm.



### **Base Ranged Attack:**

Shoot compressed energy bolts from your parasitic arm.

# PARASITIC COMBAT MECHANICS



## Parasite Pickup

**Enemies** have a **random chance** of dropping a **Parasite**.

Players can INTERACT with parasites to retrieve a **random temporary powerup** to their Melee or Ranged weapon.

Upgraded Melee or Ranged weapons have **limited ammo** and **revert to original forms upon death** or **depletion of ammo**.

Players can CONSUME an **equipped parasite** to **heal themselves**.

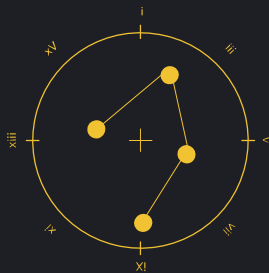


## Enhanced Parasites

A **progress bar** representing a certain amount of **successful hits** appears when acquiring a new parasite.

**Filling the meter** to 100% causes the **parasite to grow into a stronger** version of itself and **fully replenish its ammo with a surplus**.

Parasite **enhancement is reset** when picking up a **new parasite**.



# FAST PACED PUZZLE SOLVING

Light puzzle solving with traps and combat to test players' reflexes.

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# QUICK MOVEMENT MECHANICS



Players can **dash** using their jet thrusters.

Dashing allows players to **escape**, **close distance**, and **traverse small gaps**.

The dash ability grants players with **temporary invincibility** until they finish the animation.

# PUZZLE MECHANICS & COLLECTIBLES



## Relic Deposit

**Relics** are **orbs** that can be picked up with the interact button and placed into **Banks** to **activate or deactivate things**.

These **relics have a timer** after being picked up and will **explode**, dealing **damage to player/nearby enemies**.

**Relics negate player attacks**, must drop relic to attack.

**Relics respawn after exploding** if they haven't been banked on time.



## Collectibles

**Items** will be hidden throughout the levels or placed in hard-to-reach environments.

These items can provide **minor stat boosts** - extra health unit, increased ammo capacity, etc.

Collectibles will also provide small bits of **lore**.





# TRAPS

To enhance the high-intensity situations in combat & puzzle solving.

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# TRAPS



## Falling Platforms

Platforms with crystallic weak point that can be shot for activation. Crumble after time.



## Quicksand

Slows player and pulls them to center. If in center, immobilized for short period.



## Lasers

Lasers deal BIG damage and are un-dashable.

## Moving Platforms



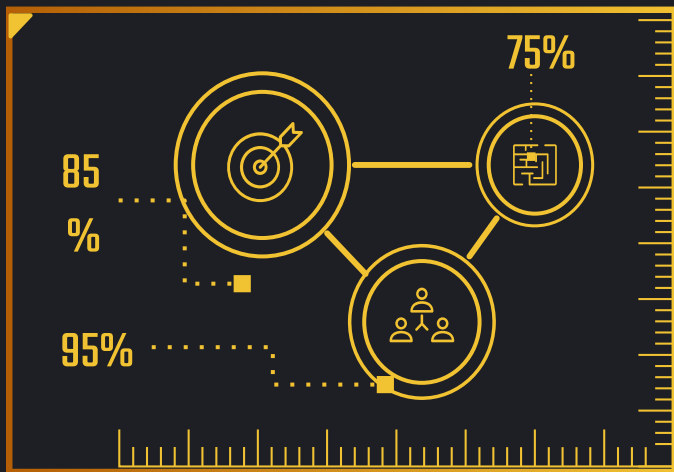
... Moving Platforms

## Exploding Crystals



Crystals explode when player is in vicinity or attacks them.





# 04.

## MOODBOARD

One page document to understand the game

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01

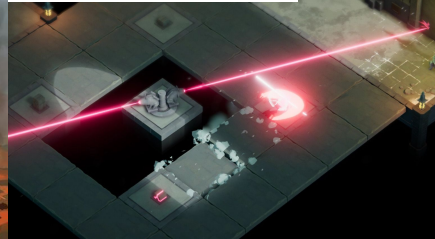
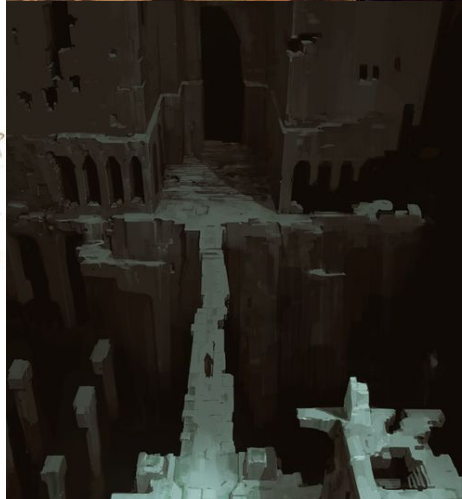
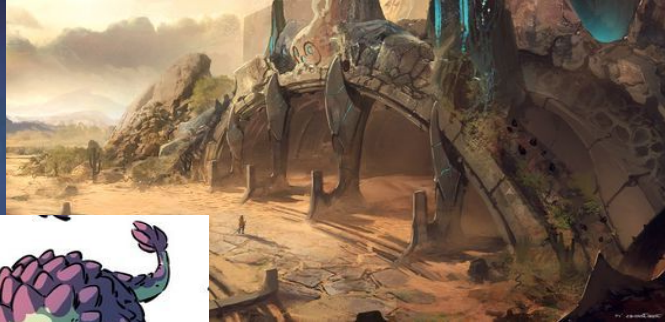
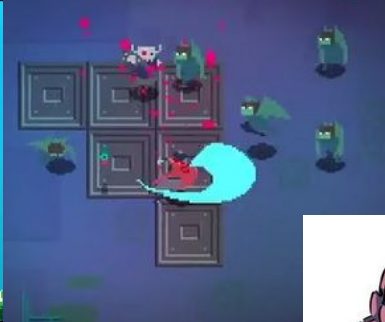
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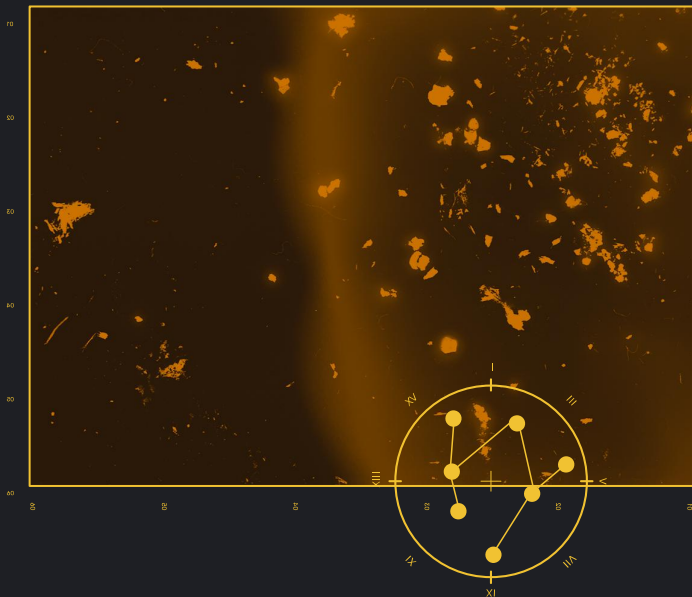
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# 05.

## STORY

General lore behind the game

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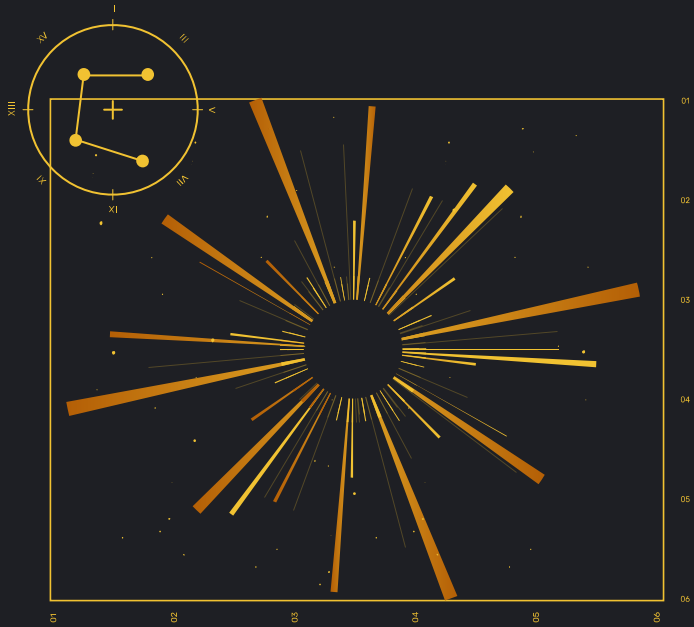
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# 06. SKETCHES

Proposals for characters, enemies & boss



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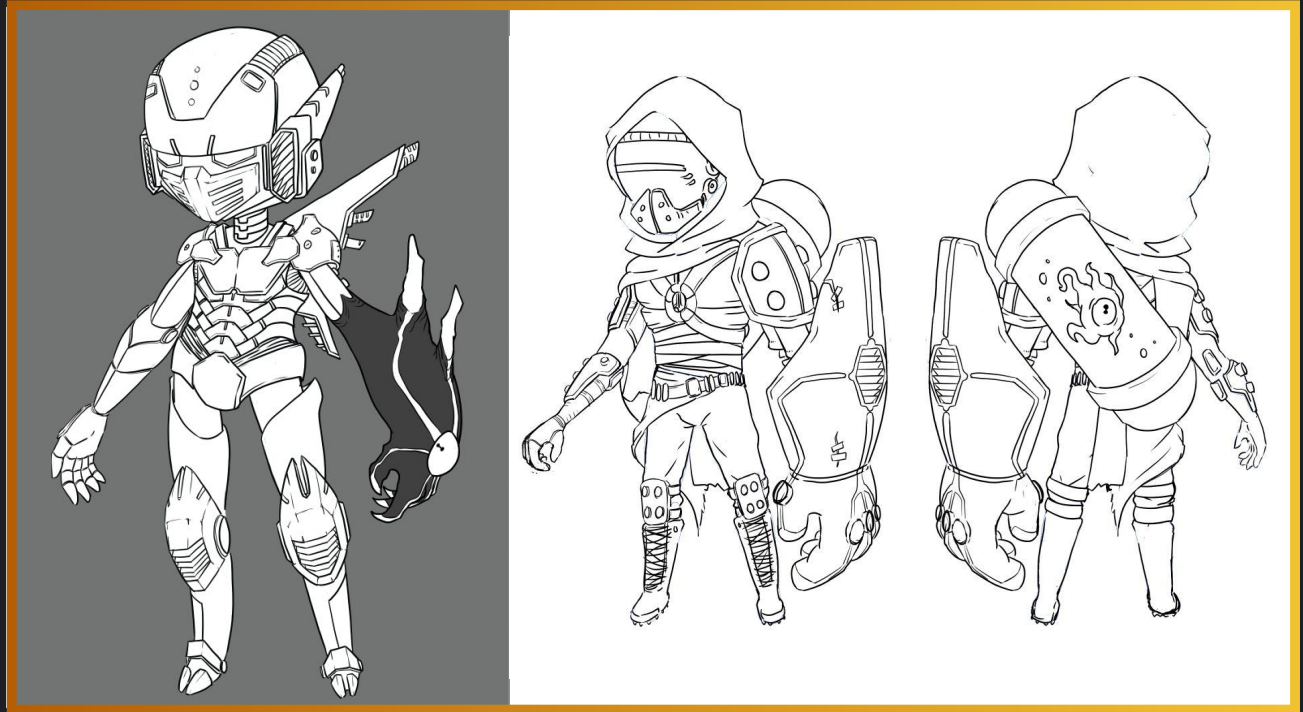
06

# MAIN CHARACTER



## MAIN CHARACTER

Parasyte  
attached to its  
arm / gauntlet





# ENEMIES



## ENEMIES

Infected  
creatures



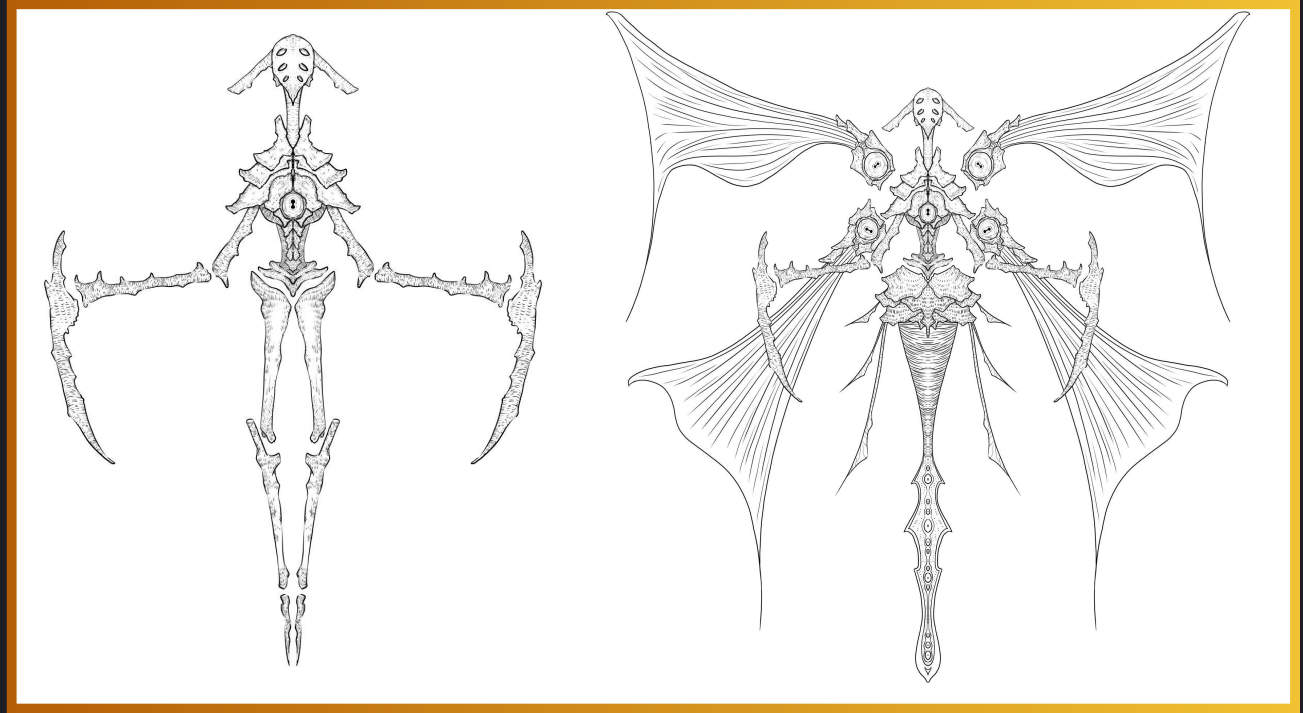


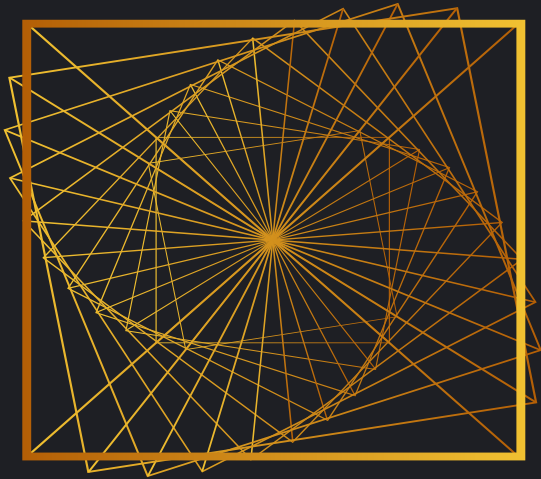
# ENEMIES



**BOSS**

Hive queen





07.

LEVEL

Level for Vertical Slice 1

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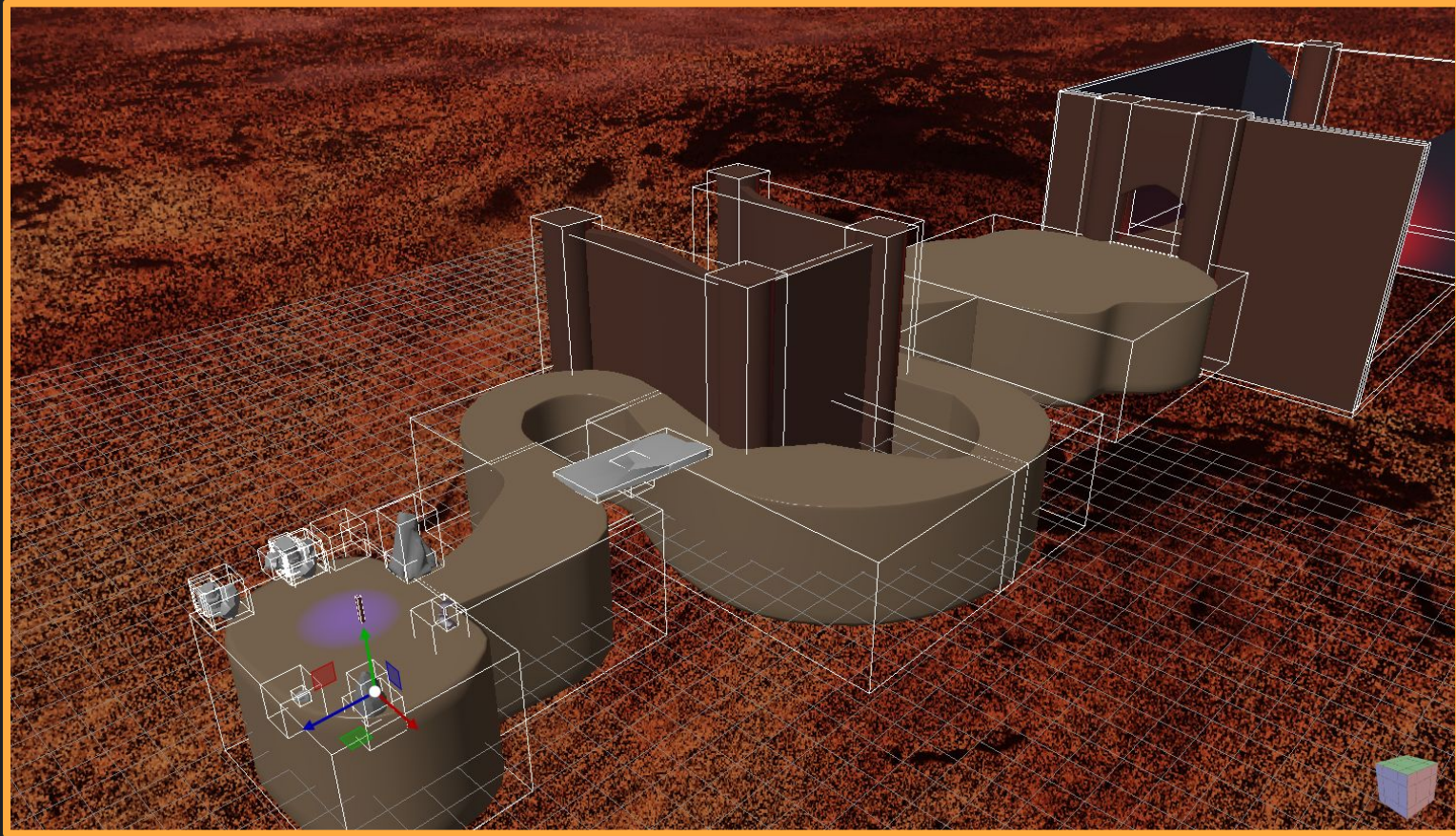
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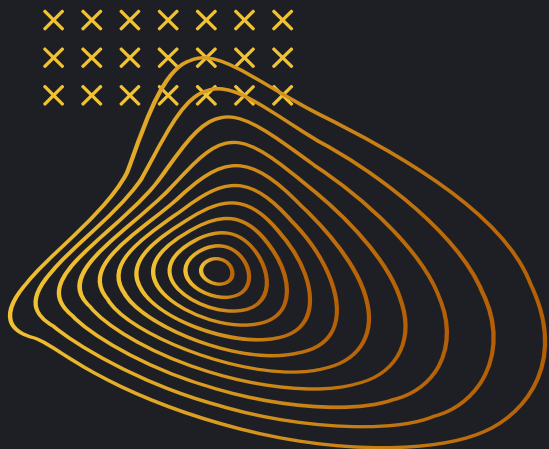
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# 08.

## TECH AND TOOLS

Art, Programming and Management Tools

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# Types of tools



## Artistic

- 3D modeling
- Image Editing
- Animation



## Organisational

- Task Board
- Visual Design Board
- Communication
- Source Control



## Programmatic

- Integrated Development Environment (IDE)
- Game Engine



# 3D Modeling/Animation Software



3DS Max

---



Maya

---



Substance  
Painter

---



ZBrush

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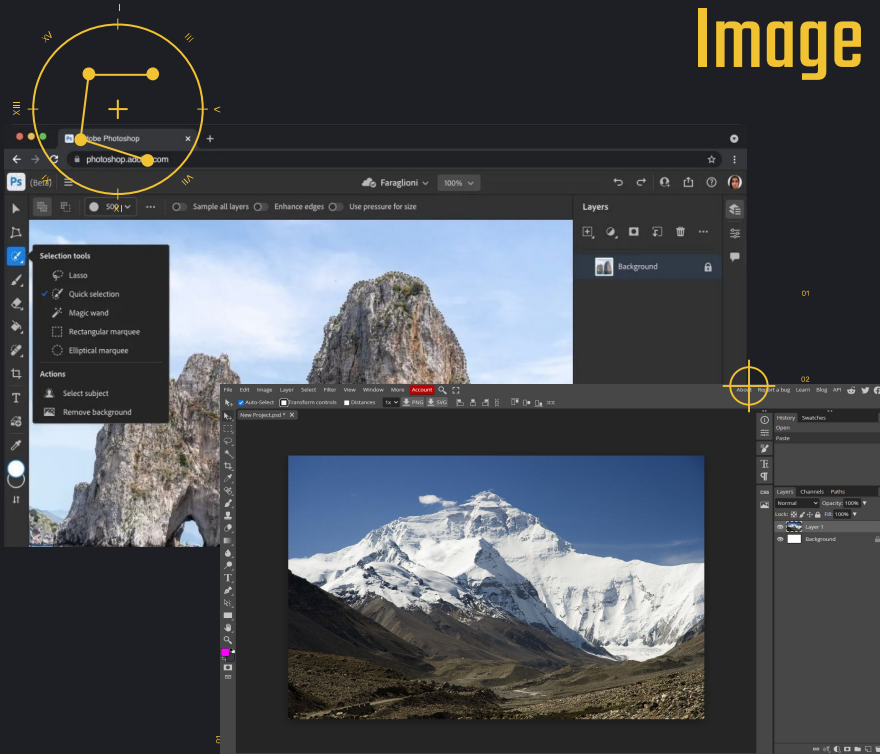
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# Image Editors



*PhotoShop & Photopea* 

Professional image editor from Adobe and free browser-based alternative to it.





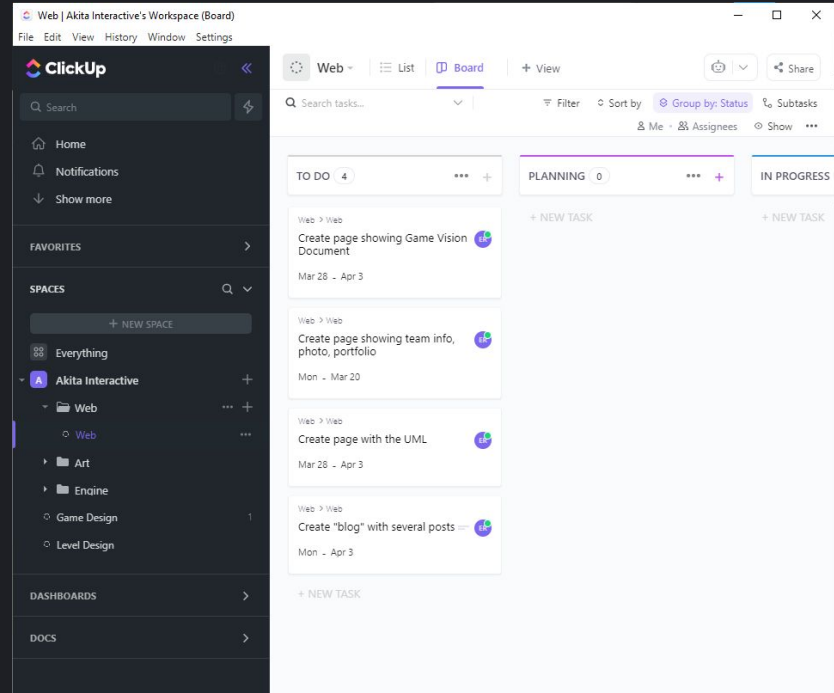


# Task Board



Powerful tool for project management

- Github integration
- Push notifications
- Automation of task Management



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# Visual Design Board



Virtual online White board  
for sharing ideas and  
designs

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The screenshot shows a Miro board titled "Team B - Corrupted Titan". The board is organized into several sections:

- Level proposals:** Includes "Surface" and "Underground" with corresponding images.
- 2 special mechanics (different from HLD):**
  - Clear corruption
  - teleport (blink & backtrack)
- General mechanics:**
  - Expire
  - Drift
  - Charge shot
  - APPROACH (via barrier)
- Special Bombs:** A diagram showing "Special Bombs" leading to "Explosive" and "Blast".
- Block Hole Bombs:** A diagram showing "Block Hole Bombs" leading to "Explosive" and "Blast".
- Navigation:** A diagram showing "Navigation" leading to "Backtrack".
- Weapons:** A diagram showing "Weapons" leading to "Adaptable Bio-Weapons".
- Death:** A diagram showing "Death" leading to "Blaze".
- Blaze:** A diagram showing "Blaze" leading to "Backtrack".
- Swarm Song:** A diagram showing "Swarm Song" leading to "Interactive Environment objects".
- Interactive Environment objects:** A diagram showing "Interactive Environment objects" leading to "Combat Trapping Mechanics (MindA?)".
- General Enemy Mechanics:** A diagram showing "General Enemy Mechanics" leading to "Passive ability".
- WEAPONS:** A section with a video player showing a character using a weapon.
- Character Models:** Three character models are shown at the bottom right.

The board also features a toolbar on the left, a search bar at the top, and a "See recent changes" notification at the bottom.





# Communication



- Free
- Easy to set up
- Multiple chat rooms for different subjects
- Voice calls and screen sharing
- Quick Code snippet and image sharing



The screenshot shows a Discord chat window for a server named "UPC Master in AAA Vide...". The left sidebar lists several channels: #general, #roles, #social-medias, #useful-links, #fun, #concept-discovery, #meeting-planner, #open-roles, #spooky, #a-ringworm, #b-corrupted-titan, #not the poopie call, #THE call, #ART, #CODE, #code-announcements, #code-general, #bugs, #useful-resources, #homework, #CODE TRAAAIN, #ENGINE TASKFORCES, #scripting-system, #entity-component, and #resource-manager. The main chat area shows a message history for the #general channel. The messages are as follows:

- @free(baran): thick yoghurt
- Armando 06/03/2022: hehe, I mean in Spanish back home we call it natilla, but it seems here that is a completely different thing
- Alvaro 06/03/2022: Crema agria? jaja
- 7 March 2022
- free(baran): 07/03/2022: What about rebranding from Akita Interactive to Akita Dynasty and have a logo of an akita with a crown 🐉
- isabel.fbx 07/03/2022: No please we already struggled so much to choose this name 😞 Just leave it like this hahahhaa
- free(baran): 07/03/2022: Same name with different suffix 🐉
- Armando 07/03/2022: @free(baran); why do you want to see the world burn?
- free(baran): 07/03/2022: Akita itself is so generic 🐉
- cruelaudia.obj 07/03/2022: this is very important!! the opening cinematic thing
  - introduce one unique trait about the world
  - introduce the main character and hint their need
  - mini three act structure
  - introduce a hook (inciting incident or mail call of the character etc)it should be something that happened and then you start playing and that thing continues
- like to not repeat what you just saw but playing instead of watching
- think about the opening image





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File Edit View Repository Branch Help

Current repository: Hachiko Engine | Current branch: main | Fetch origin: Last fetched Feb 23, 2022

Changes: Merge pull request #13 from AkitaInteractive/improvements/memory-leaks-r... | History: Select branch to compare...

Merge pull request #14 from AkitaInteractive... | \_reporting | Expand

updating source folders to be lowercase | Armando • Feb 22, 2022 | Separating memory leaks reporting code

Merge pull request #13 from AkitaInteractive... | Armando • Feb 22, 2022 | Source\Engine\vcproj | @@ -1,17 +1,5 @@

separating memory leaks reporting code | Armando • Feb 21, 2022 | Source\src\Main.cpp | Source\src\...MemoryLeak.h

Merge pull request #10 from AkitaInteractive... | I. Baran-Surucu • Feb 18, 2022

[FIX] Style fix in WindowHierarchy.cpp | miqueimoo • Feb 18, 2022

Merge pull request #11 from AkitaInteractive... | Armando • Feb 18, 2022

[ADD] Exclusions vendors | Eric • Feb 18, 2022

more prove | Eric • Feb 18, 2022

Change version of msbuild | Eric • Feb 18, 2022

Try rebuild | Eric • Feb 18, 2022

[FIX] No cache for sonar msbuild | Eric • Feb 18, 2022

[ADD] Sonar properties | ErickThor • Feb 18, 2022

Update path build-wrapper | Mónica Martín • Feb 18, 2022

Commented schedule lines | Mónica Martín • Feb 18, 2022

Updated name to run build-wrapper | Mónica Martín • Feb 18, 2022

Create sonar-project-properties for Sonar C... | Mónica Martín • Feb 18, 2022

Create build.yml for Sonar Configuration | Mónica Martín • Feb 18, 2022

```

1  #include "core/hepch.h"
2  -
3  -#ifdef _DEBUG
4  -#define DEBUG_NEW new (_NORMAL_BLOCK, __FILE__, __LINE__)
5  -#define new DEBUG_NEW
6  -#define _CRTDBG_MAP_ALLOC
7  -#include <cstdlib>
8  -#include <crtdbg.h>
9  -#endif
10 -
11 -void DumpLeaks(void)
12 -{
13 -    _CrtDumpMemoryLeaks(); // show leaks with file and line where
14 -    // allocation was made
15 -}
16
17 #include "instrumentation/MemoryLeak.h"
18
19 enum class MainStates
20 {
21     ...
22 }
23
24 @@ -27,7 +25,7 @@ Hachiko::Logger* logging = nullptr;
25
26
27
28 int main(int argc, char** argv)
29 {
30     -   atexit(DumpLeaks);
31     +   [CrtSetDbgFlag(_CRTDBG_ALLOC_MEM_DF | _CRTDBG_LEAK_CHECK_DF);
32     Logging = new Hachiko::Logger();
33
34     int main_return = EXIT_FAILURE;

```

# Source Control



- Recorded history of the codebase
- Powerful tool for collaboration
- Branch system for working in parallel
- Industry standard

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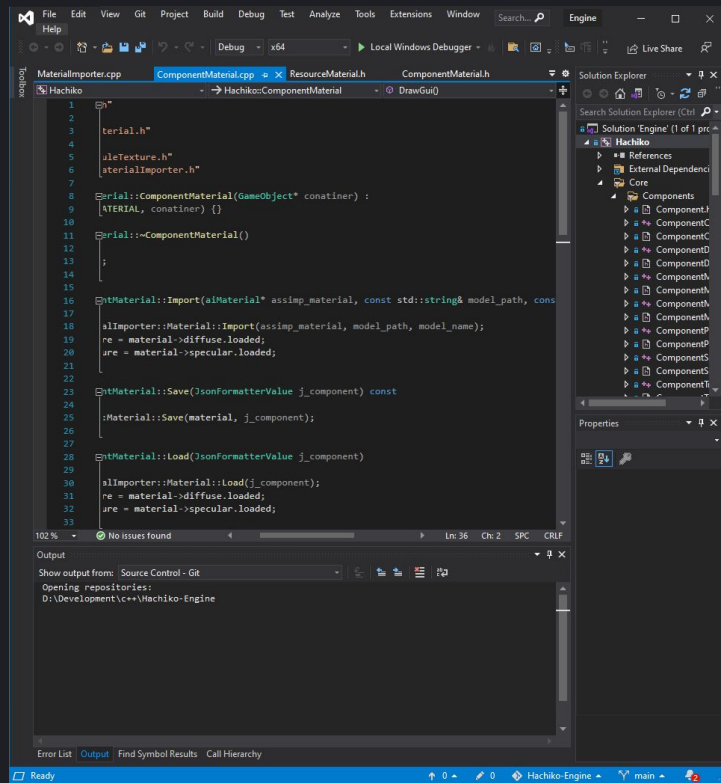
06



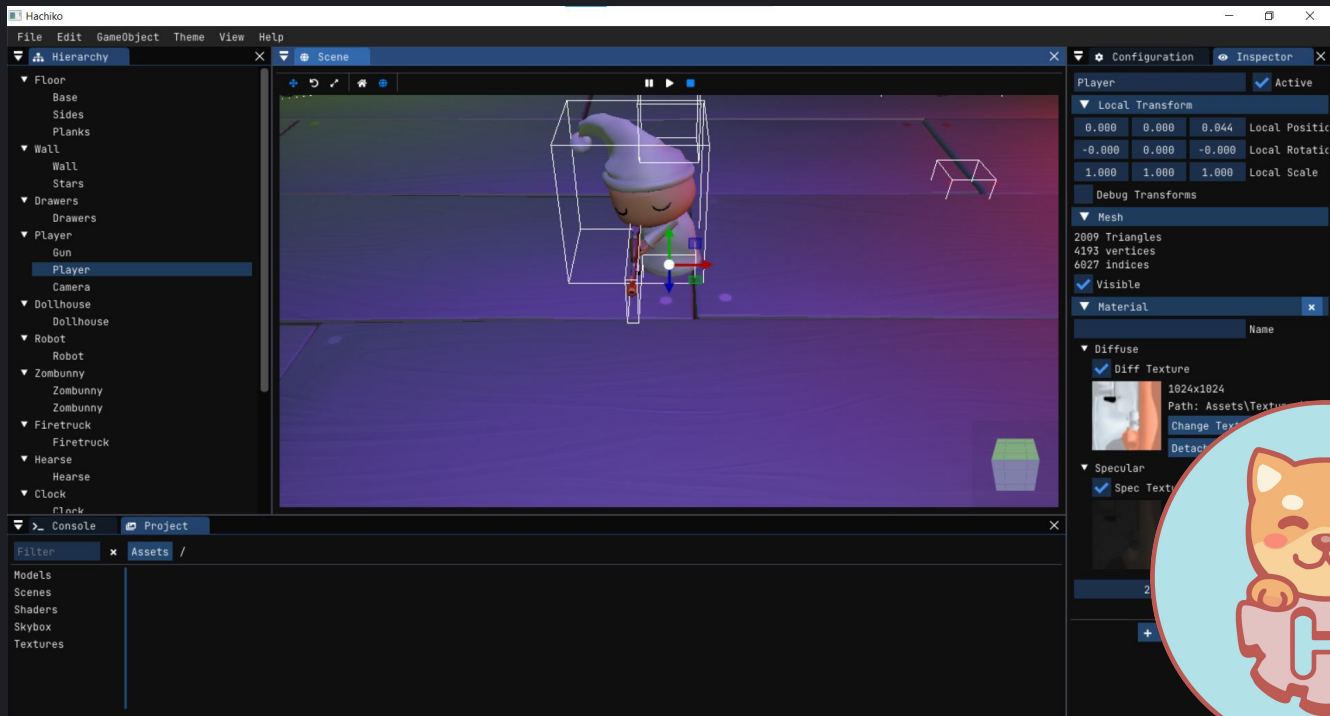
# IDE

## Visual Studio

- “Bread & Butter” Code Editor
- Built in compiler
- Debug and performance measuring tools



# Game Engine: Hachiko



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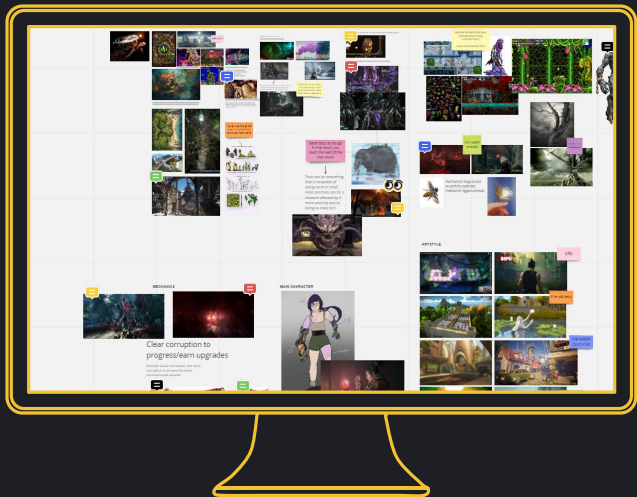
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# 09.

## VISUAL GOALS

General Art Direction



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# OVERALL ART STYLE

STYLIZED

## CHARACTERS

Main references being  
***Overwatch, Sifu and  
Valorant.***

Also Metroid, Mirror's Edge,  
League of Legends, Psychonauts.



## TEXTURES

PBR with some hand  
painted details.

Main references being  
***Overwatch, The Witness  
and Sifu.***







Valorant

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273



henricmontelius@gmail.com

henricmontelius.com

hmontelius



Overwatch



003-1040559

1250 003-77156.8

1760 0009-14563.7

73273



sifu



003-1040559

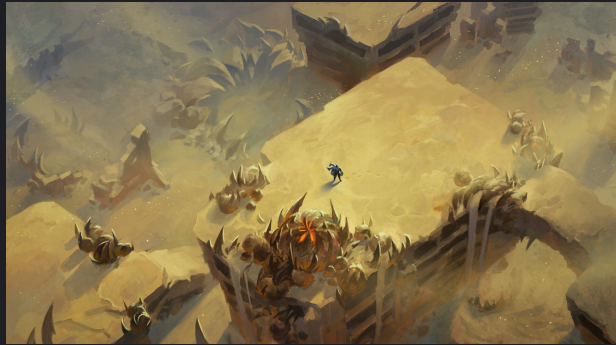
1250 003-77156.8

1760 0009-14563.7

73273



# Lighting



Overwatch

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





# 10.

## COMPETITORS

Recent games with similar themes

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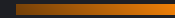
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06



# CURSE OF THE DEAD GODS

PASSTECH GAMES, 2021



Fast-paced action

Easy to learn, hard to master

Corruption meter

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# ELDEST SOULS

FALLEN FLAG STUDIO, 2021



Fast-paced combat

Souls-like

Big bosses

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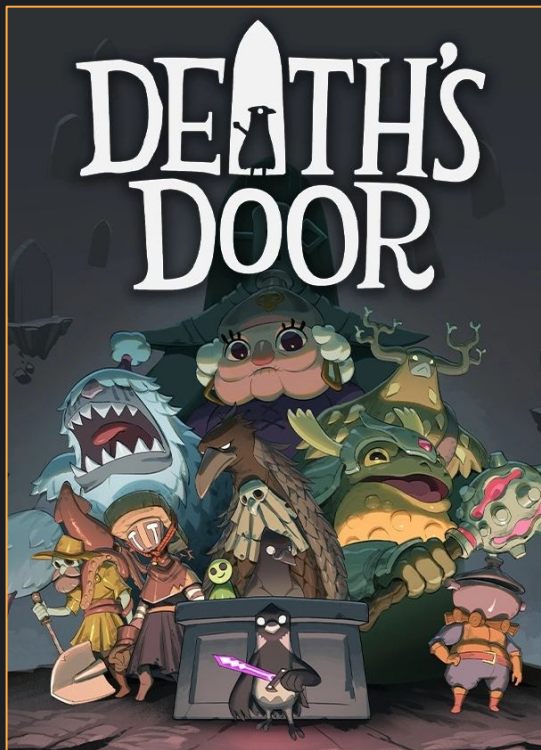
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# DEATH'S DOOR

ACID NERVE, 2021



Cartoon

Puzzle Solving

Combat

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# NARITA BOY

STUDIO KOBA, 2021



Retro - Old Fashioned  
Platforming  
Combat

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# HADES

SUPER GIANT GAMES, 202

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Greek Mythology

Rogue-lite

Fast-paced Action

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# THANKS

Do you have any questions?

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