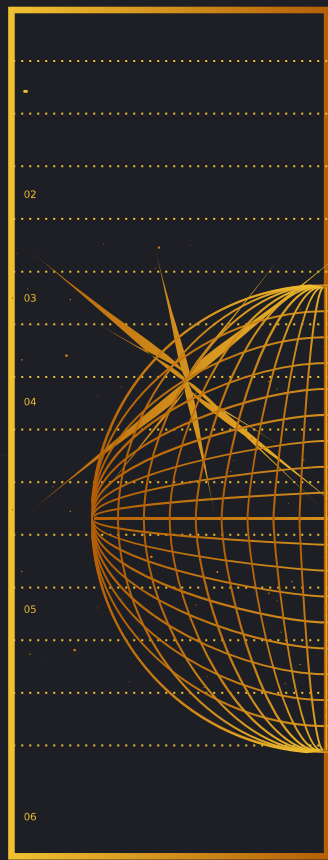




# SEPULTUS

## *CONCEPT DISCOVERY*

01



• CORRUPTED SURFACE  
—  
1998

• CORE  
—  
1998

Marius Dambean  
Clàudia Escuder  
Armando González  
Enrique Imbert-Bouchard  
Joel Herraiz  
Isabel Lammens  
Claudia Martín  
Edward Regas-Duncan  
Baran Sürücü



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5 8 20 04 18 8

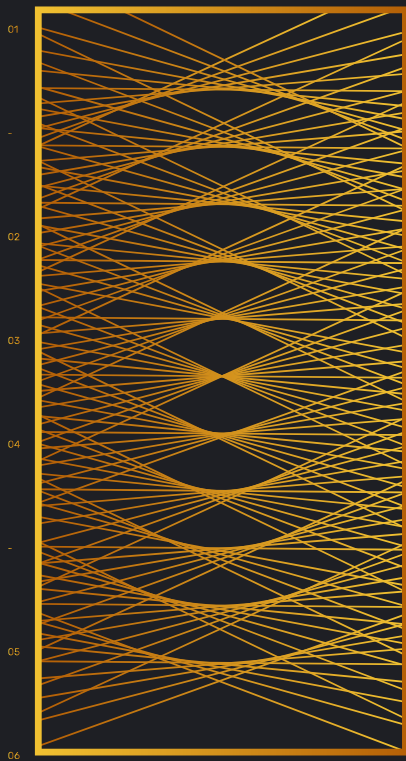




<b>INFORMATION</b>	<b>01.</b>
<b>VISION</b>	<b>02.</b>
<b>CORE GAMEPLAY PILARS</b>	<b>03.</b>
<b>MOODBOARD</b>	<b>04.</b>
<b>STORY</b>	<b>05.</b>
<b>CHARACTERS</b>	<b>06.</b>
<b>LEVELS</b>	<b>07.</b>
<b>TECH AND TOOLS TO USE</b>	<b>08.</b>
<b>VISUAL GOALS</b>	<b>09.</b>
<b>COMPETITORS</b>	<b>10.</b>

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## INFORMATION

General information

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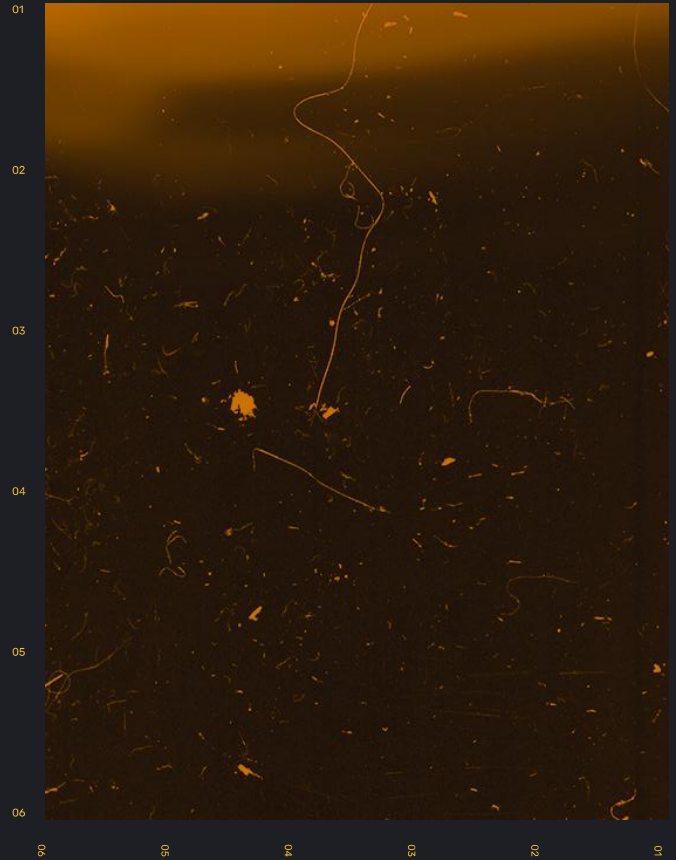
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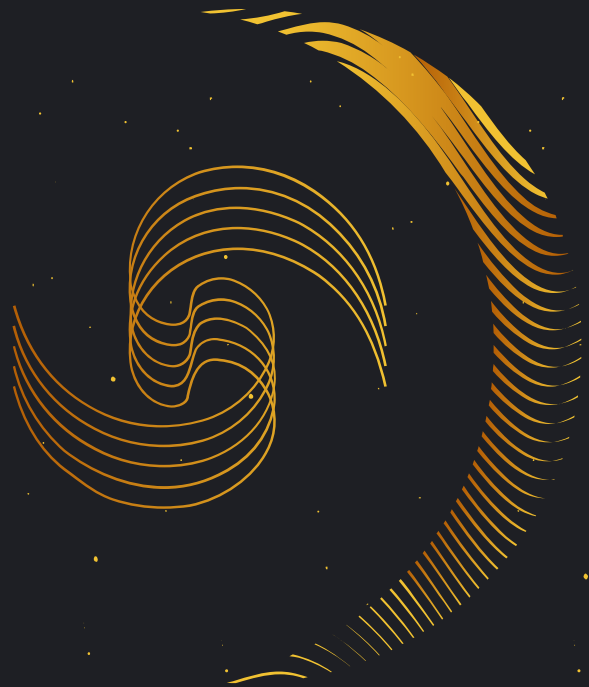
06

# SEPULTUS

BY *AKITA INTERACTIVE*

Social Media profiles and  
website yet to be defined





# 02.

## VISION

Short summary of the game from  
different perspectives

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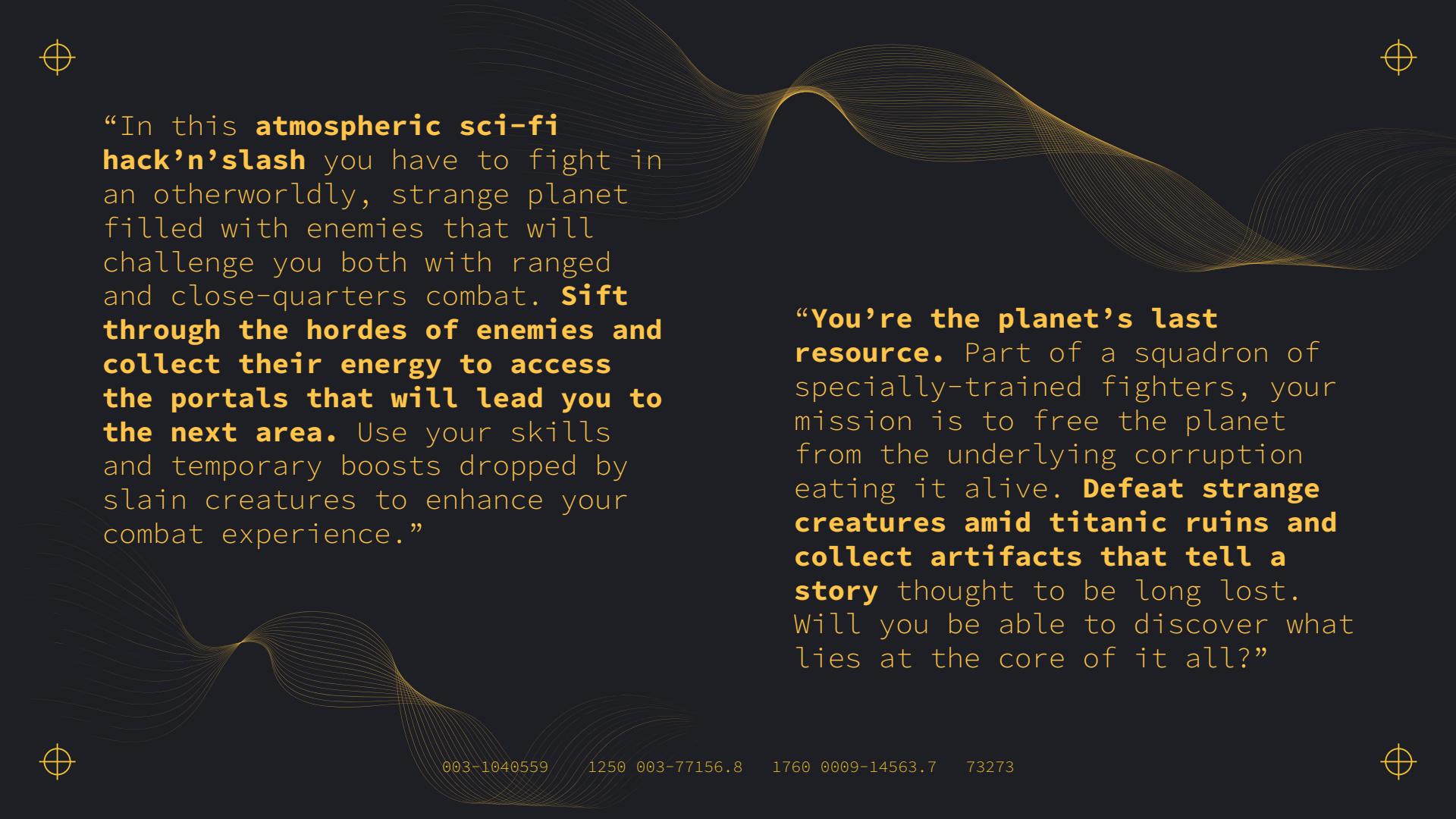
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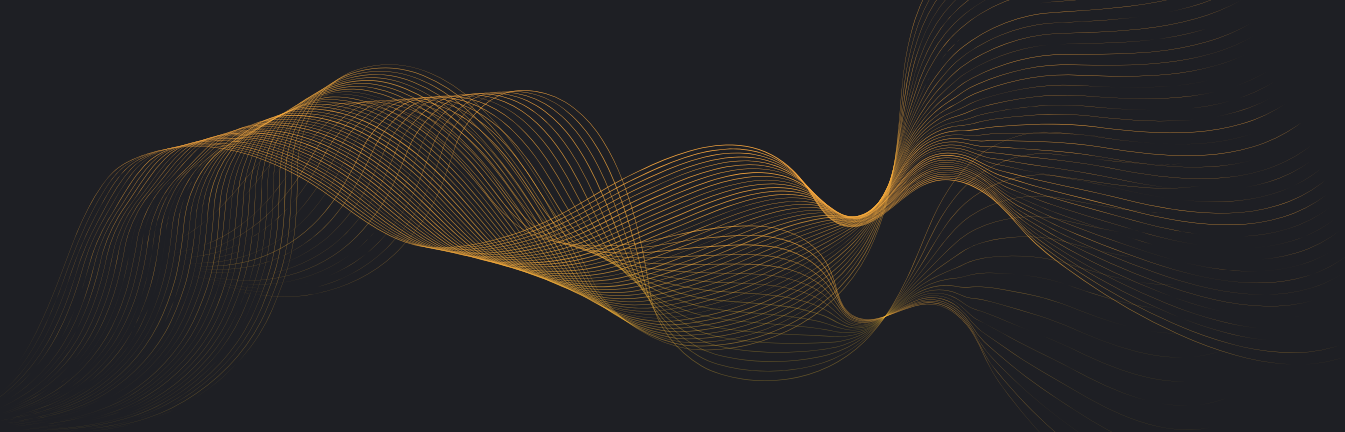
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“In this **atmospheric sci-fi hack’n’slash** you have to fight in an otherworldly, strange planet filled with enemies that will challenge you both with ranged and close-quarters combat. **Sift through the hordes of enemies and collect their energy to access the portals that will lead you to the next area.** Use your skills and temporary boosts dropped by slain creatures to enhance your combat experience.”

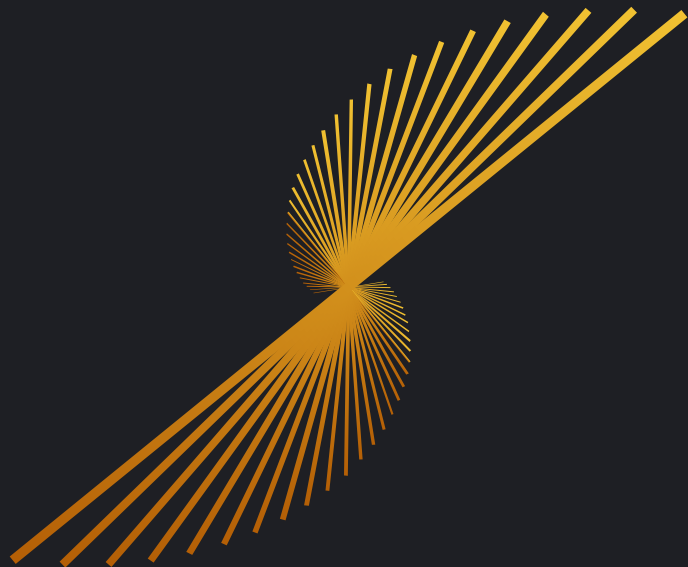
“**You’re the planet’s last resource.** Part of a squadron of specially-trained fighters, your mission is to free the planet from the underlying corruption eating it alive. **Defeat strange creatures amid titanic ruins and collect artifacts that tell a story** thought to be long lost. Will you be able to discover what lies at the core of it all?”



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

---





# 03.

## CORE GAME PILLARS

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# FAST-PACED ACTION

Smooth movement & simple but addictive  
combat mechanics



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# COMBAT MECHANICS

## Corruption meter

**During combat** the player will absorb corruption from the environment over time. This corruption will strengthen the player's combat prowess as it hits certain thresholds but it will be harmful if it fills completely.

In order to maintain this meter at a desired level, the player will need to use his skills to consume this corruption as the battle drags on

## Attacks

Character is able to use both melee and ranged attacks, for each one the player will be able to use:

- **Basic attack:** Melee does not have any limitations. Ranged will consume energy.
- **Charged attack:** Melee consumes stamina. Ranged consumes energy (more than basic).
- **Special skills**



# SPECIAL SKILLS

## Stamina

Stamina is the resource used by the player when using charged attacks or dash. It is recovered automatically over time.

## Dash

With this skill player will be able to teleport forward a small distance. Short cooldown.



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## Blink

Character teleports back to the position it was 2-3 seconds ago. Ignores collisions with enemies. Long cooldown.

## Ranged area damage

- **Black Hole:** Pulls enemies in a radius where the device is thrown.
- **Explosive bomb:** Deals damage and leaves affected targets burning.





# FRENETIC GAMEPLAY

Motivate the player to pick up fights

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# BOOSTS AND ENHANCEMENTS

## Temporary boosts

Through different means, such as dropping from enemies or as rewards for completing challenges the player can acquire corruption cells. These can be carried up to one at a time to be used later in strategic moments in order to provide a temporary boost to the character abilities, such as.

- Damage amplification
- XP drop increase
- HP recovery



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# Immersive experience

Lore and exploration rewards

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# SPECIAL FEATURES

## Corruption Rifts

Rifts are corruption sources that the player will need to close as they progress through the game to access more advanced areas. These rifts can be closed by completing a simple puzzle that will unlock after clearing the surrounding enemies on that area.



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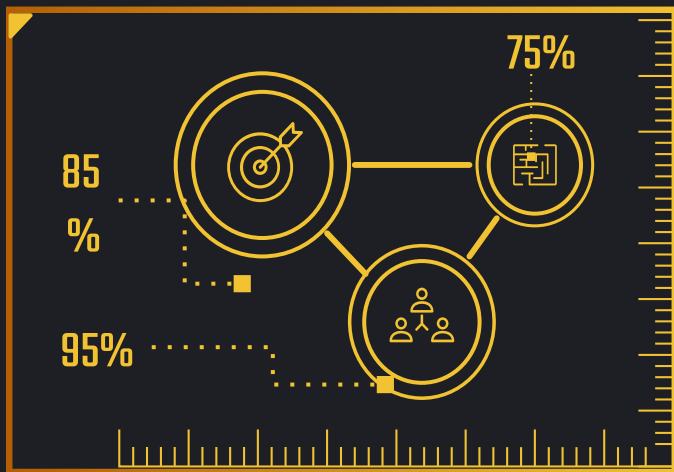
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## Collectibles

There will be some hidden collectibles throughout the level that can provide the player with lore snippets. Similar to the Souls franchise





# 04.

## MOODBOARD

One page document to understand the game

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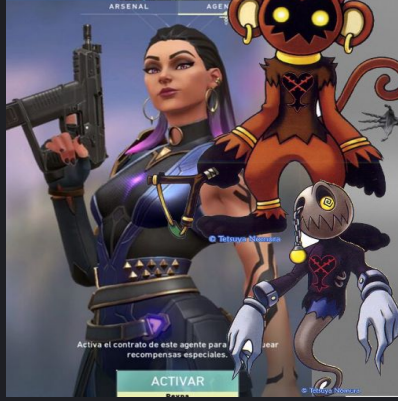
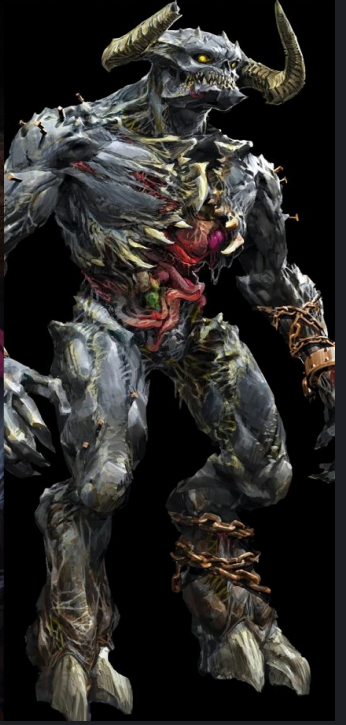


**2 special mechanics (different from HLD)**

- clear corruption
- teleport (blink & backtrack)

**General mechanics**

- Explode
- Shoot
- Charge shot
- Attract (black hole bomb)



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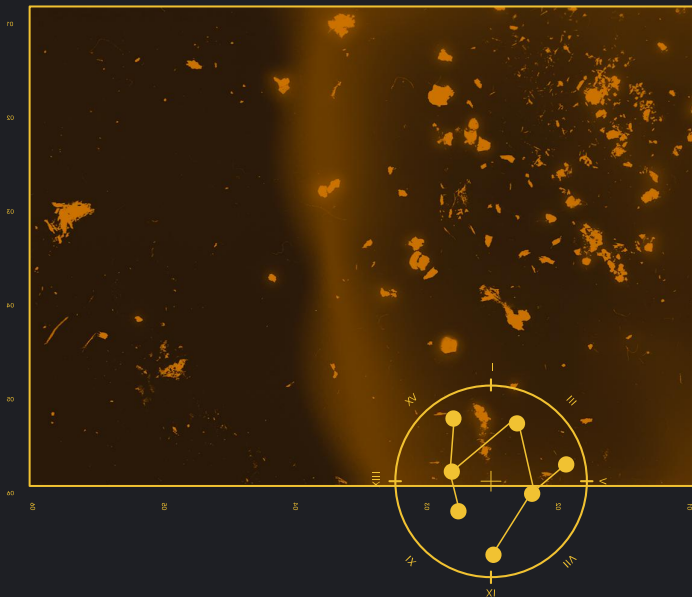
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# 05.

## STORY

General lore behind the game

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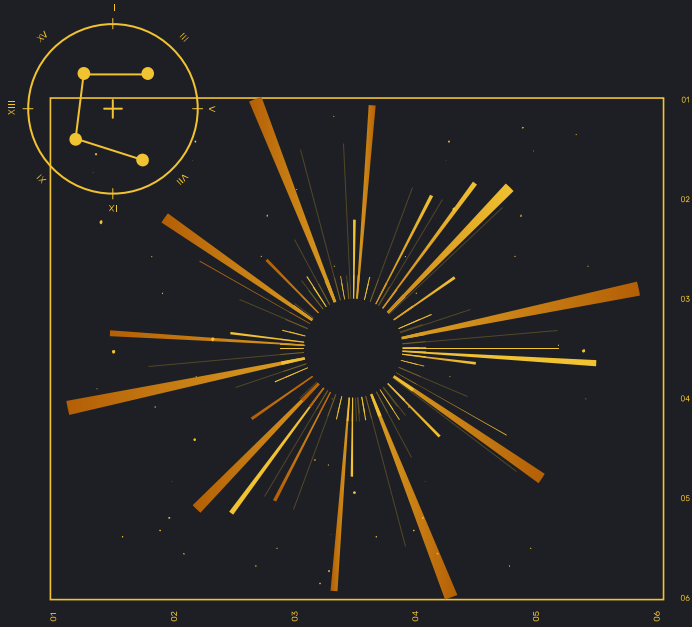
06

**“When only gods roamed this universe, their titanic servants were commanded to harvest dark energy from planets in order to protect them. Until one titan stopped obeying.**

Life had bloomed on that planet and harvesting the energy meant certain death, and thus the titan could not fulfill his order. Developing a conscience he refused to obey his masters, which set ablaze a war amongst gods. The war went on until all but three gods were left, who vowed to protect the planet after witnessing its life and beauty.

The lonely titan became obsessed with a human, and when the human died, it tried to revive her using dark energy. But that energy was never to be used on humans, and the result was a horrible abomination. She spread corruption and death along her path, spawning hellish half-alive creatures.

Witnessing the titan’s madness, the three gods sealed the woman in a crystal within his heart and buried him deep within the planet’s earth. **But now only three crumbling pillars remain, mere shadows of the once omnipotent gods, which still keep the grieving titan asleep.”**



# 06. CHARACTERS

Three differently themed proposals



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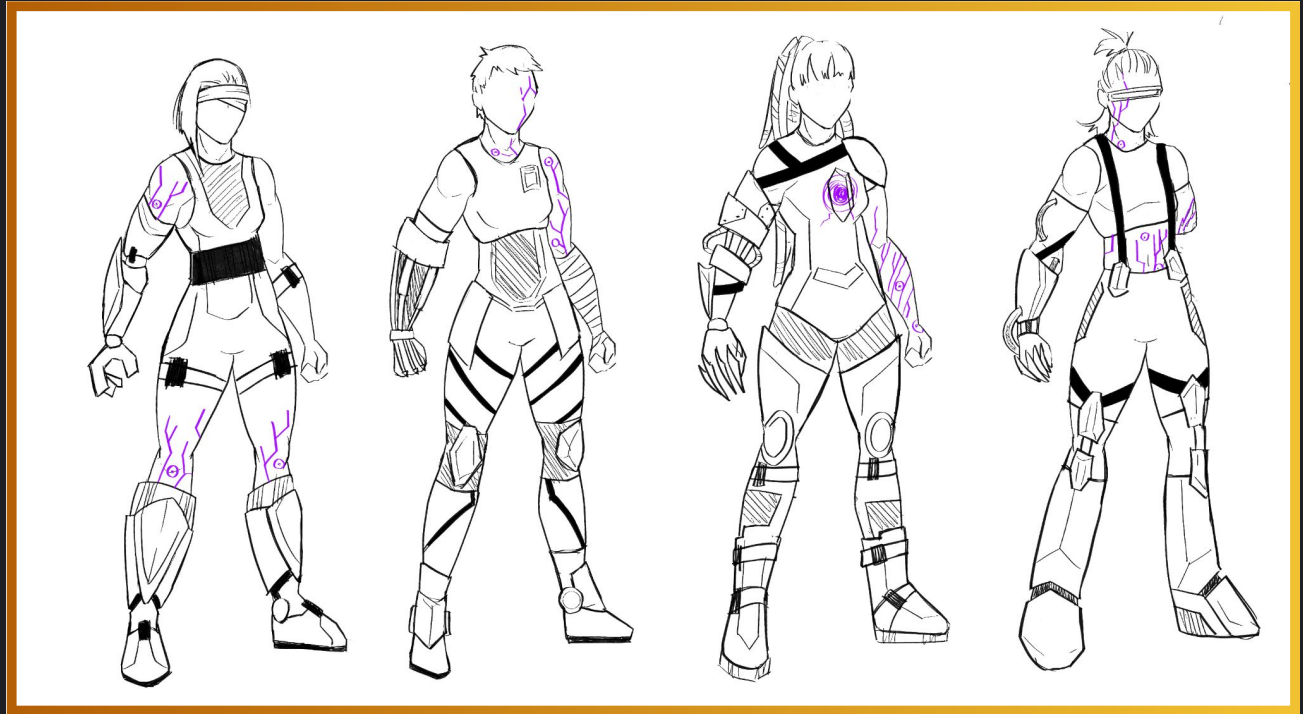
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# MAIN CHARACTER



## MERCURY

Enhanced human  
(bionic arm  
that doubles as  
weapon,  
enhanced  
vision)



# MAIN CHARACTER



## BADASS KID

Enhanced kid  
(bionic legs,  
enhanced vision  
through bear  
helmet)

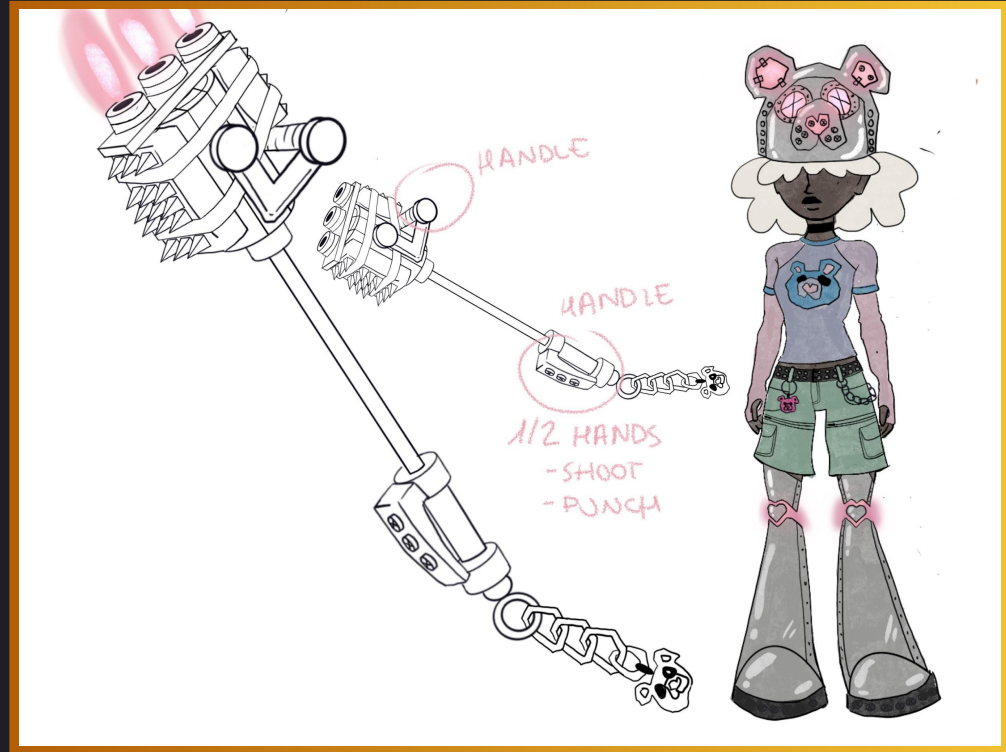


# MAIN CHARACTER



## WEAPON

Hybrid of a  
mallet or hammer  
and a gun.  
1 and 2 hand  
grip

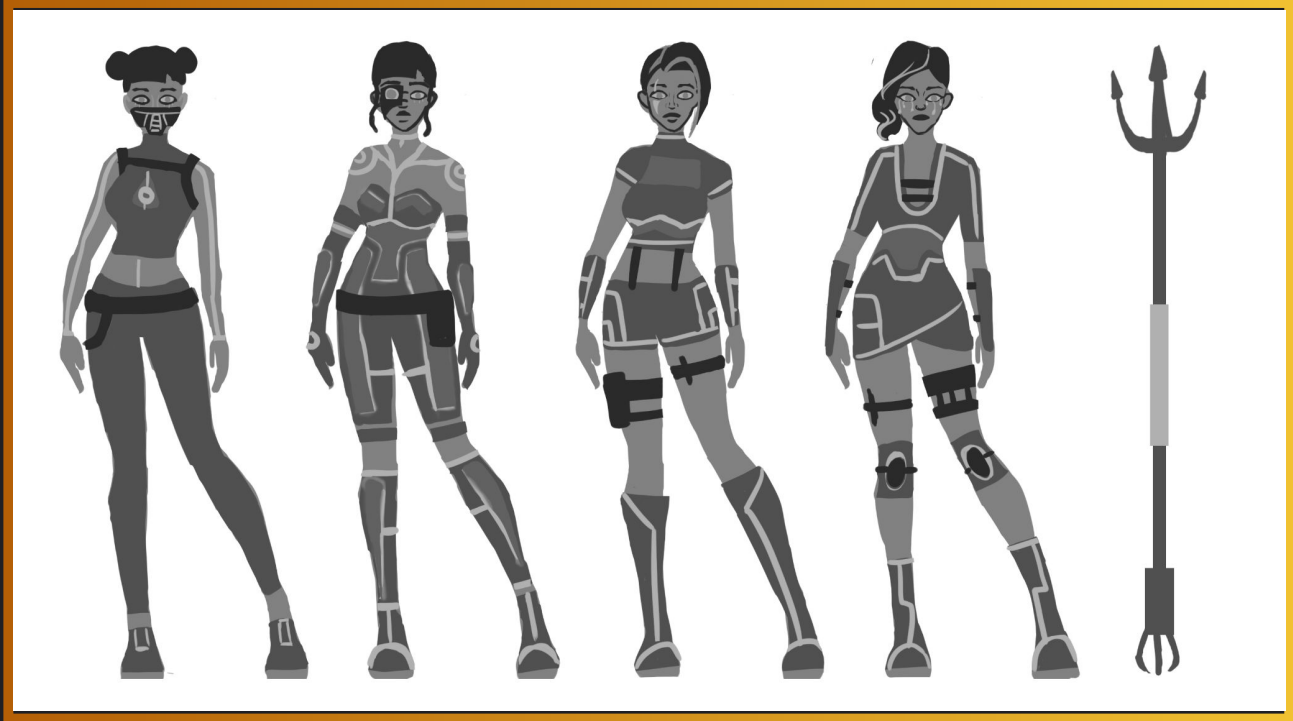


# MAIN CHARACTER



**KORE**

Rebel against the titan's realm.  
The main weapon is a hybrid trident(melee) and an energy collector



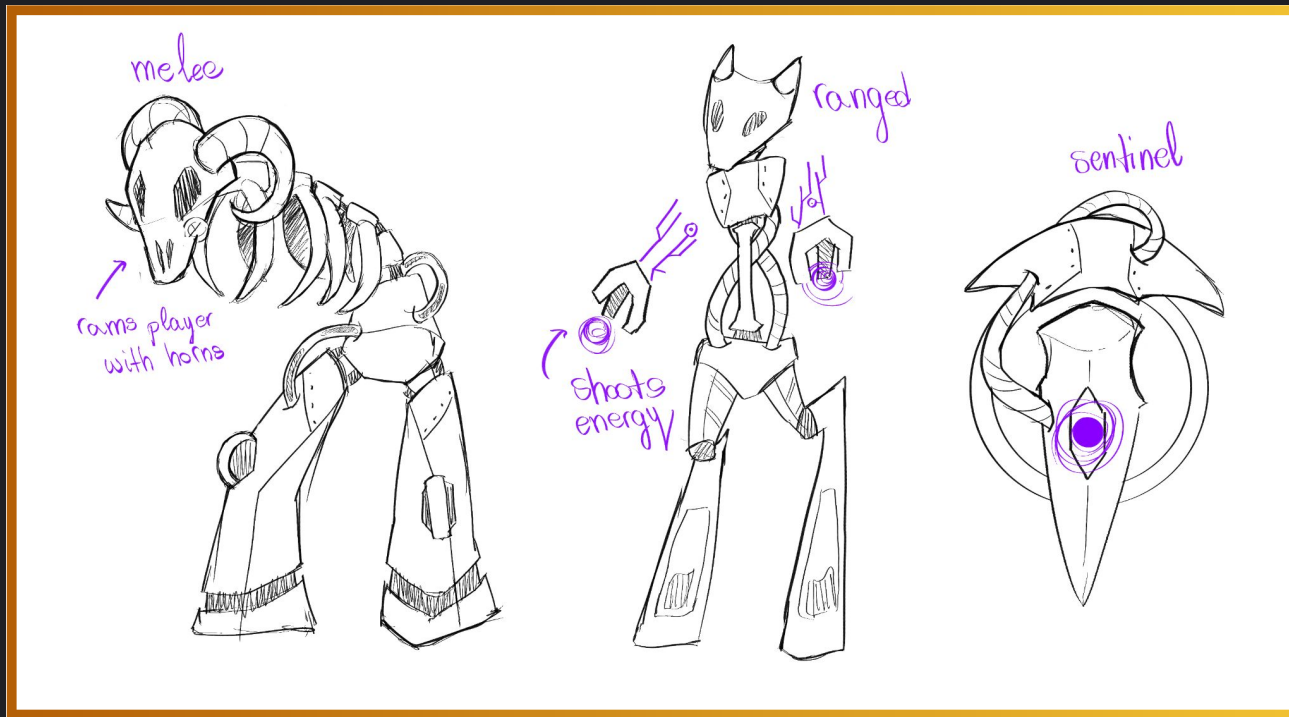


# ENEMIES



## BIONIC CREATURES

Halfway between  
animal and  
machine

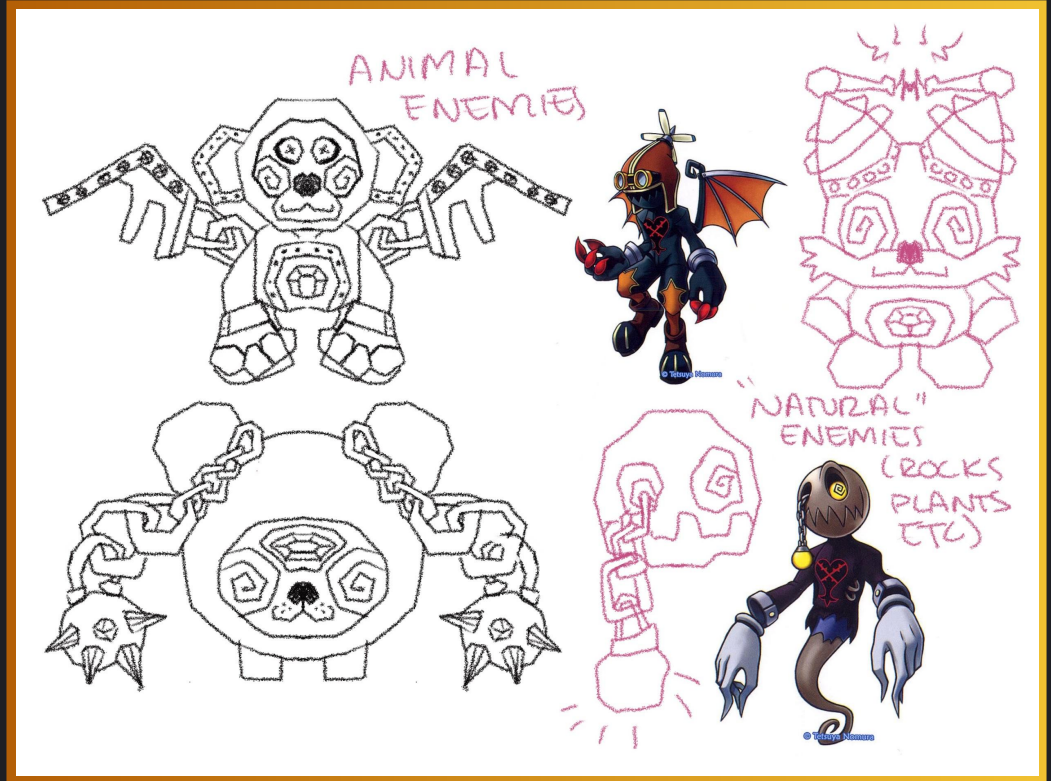


# ENEMIES



## MECHANICAL ANIMALS

Animals that have been “charmed” by corruption. They have a dizzy look on their faces and their bodies have started to surrender to mechanical corruption.



# ENEMIES



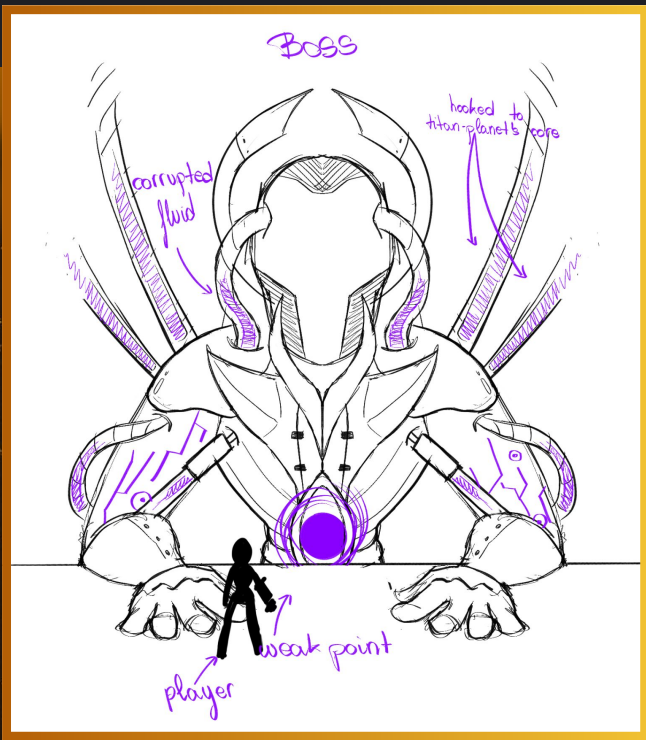
## POISONOUS WASP & RADIOACTIVE MUSHROOM

POISONOUS WASP\_ Follows the player to corrupt him with the poison

RADIOACTIVE MUSHROOM\_ Static enemy, the player has to avoid them to not get injured.



# BOSS



## CORE MACHINE

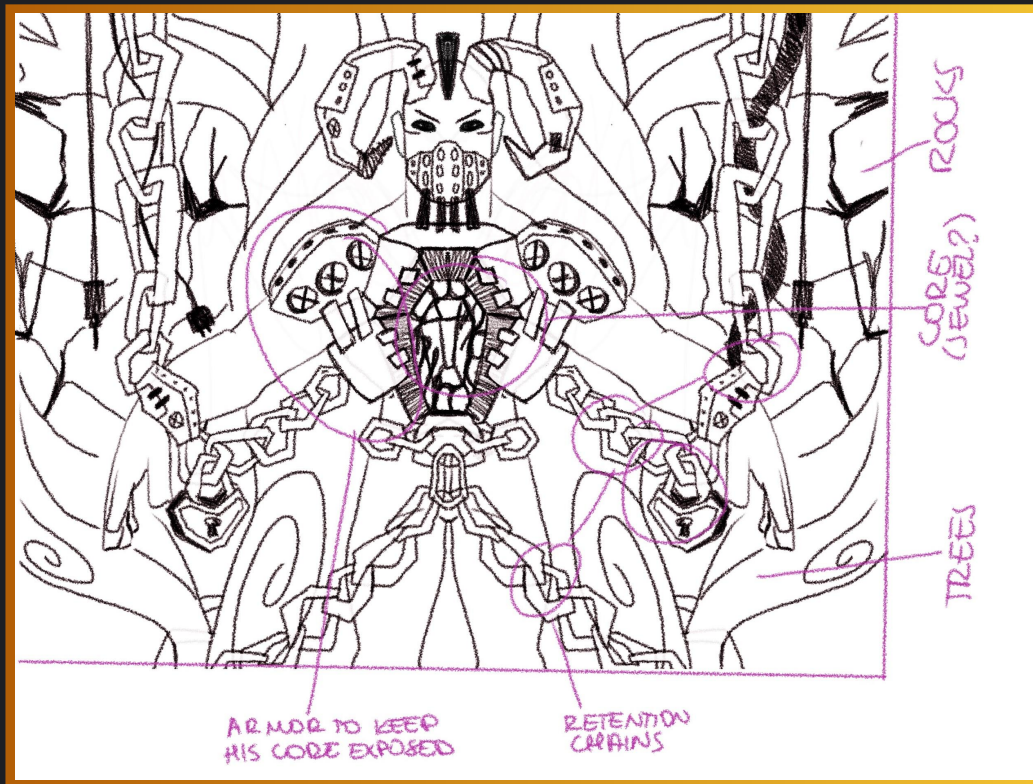
Hooked to the core of the planet & titan, needs life energy to function and keep the planet's balance

# BOSS



## Mechanical Golem

Trapped titan.  
He has got some  
repaired/mechanical parts



# BOSS



## LIGHTNING TITAN

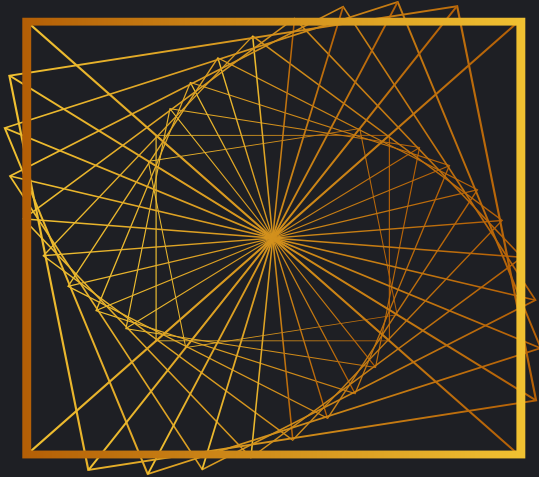
The player has to destroy the connectors that are on the ground to defy the boss.



# CHARACTER COLOR SCHEME

## BADASS KID AND MERCURY





# 07. LEVELS

Level One, Two and Boss proposals

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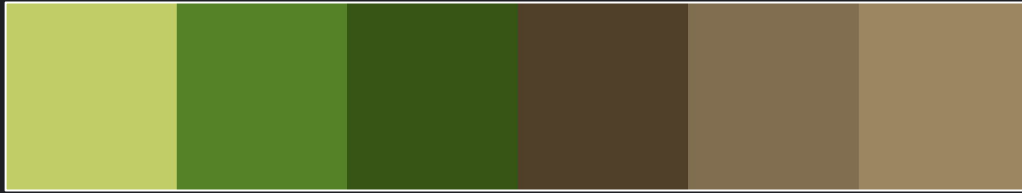
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# LEVEL COLOR SCHEME

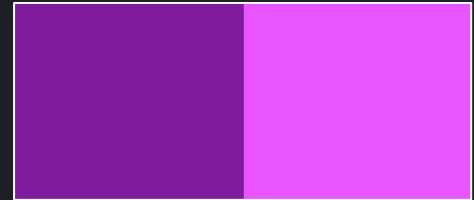
## SURFACE (LVL 1)



## UNDERGROUND (LVL 2)



## SHARED COLOURS



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# ENVIRONMENT REFERENCES



**SURFACE (LVL 1)**

**UNDERGROUND (LVL 2)**



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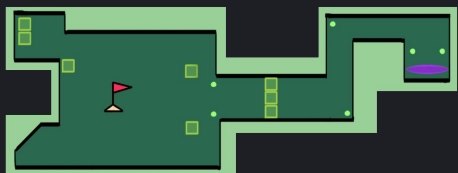
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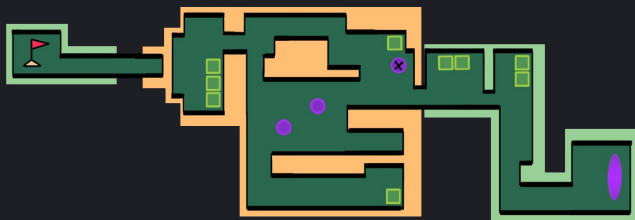
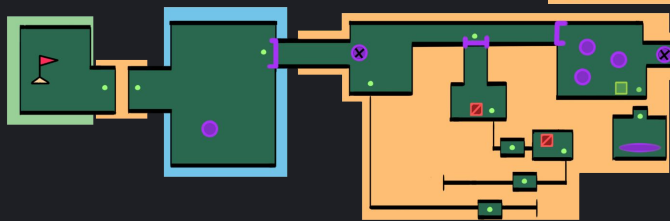
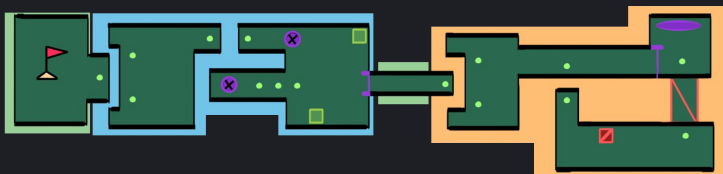




# LEVEL 1



Legend			
	Block Door		Obstacles
	Static Enemy		Bottom
	Dynamic Enemy		Dots Path
	Portals		Start Point
			Bridge



## LEVEL

## ORGANIZATION

Save zone (Green)

Tutorial (Blue)

Challenge/Puzzle

(Orange)

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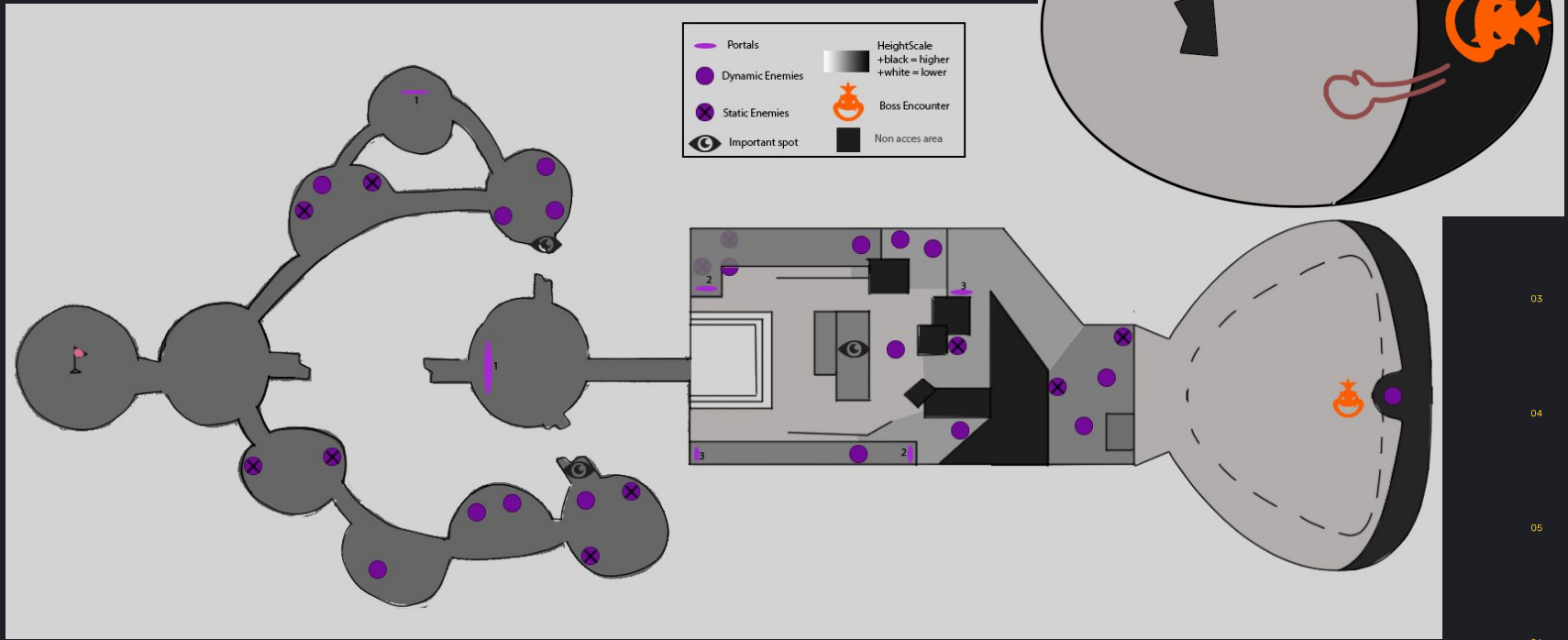
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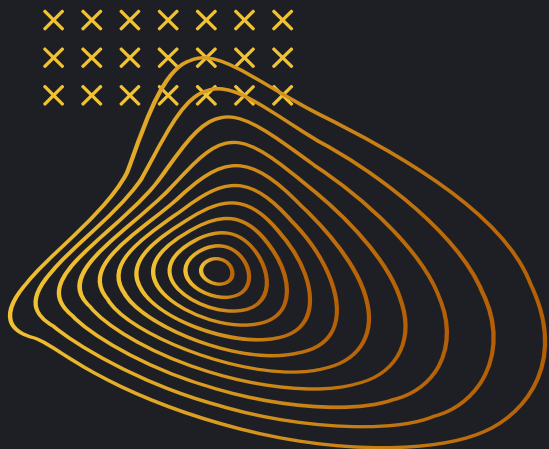
05

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# LEVEL 2 & MINI-BOSS FIGHT





# 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

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ZBrush

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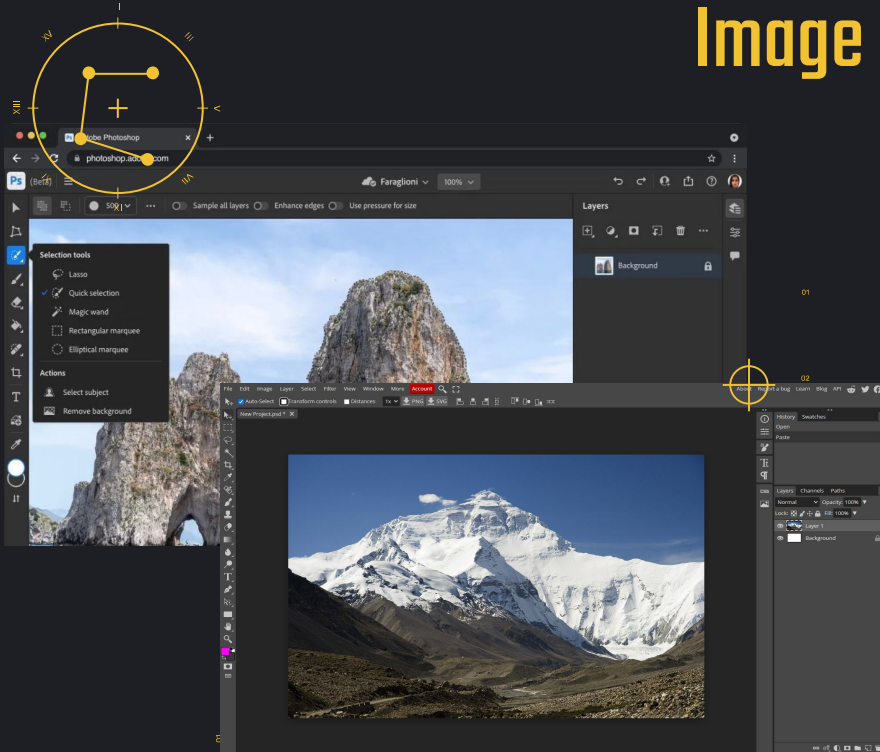
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# Image Editors



*PhotoShop & Photopea* 

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





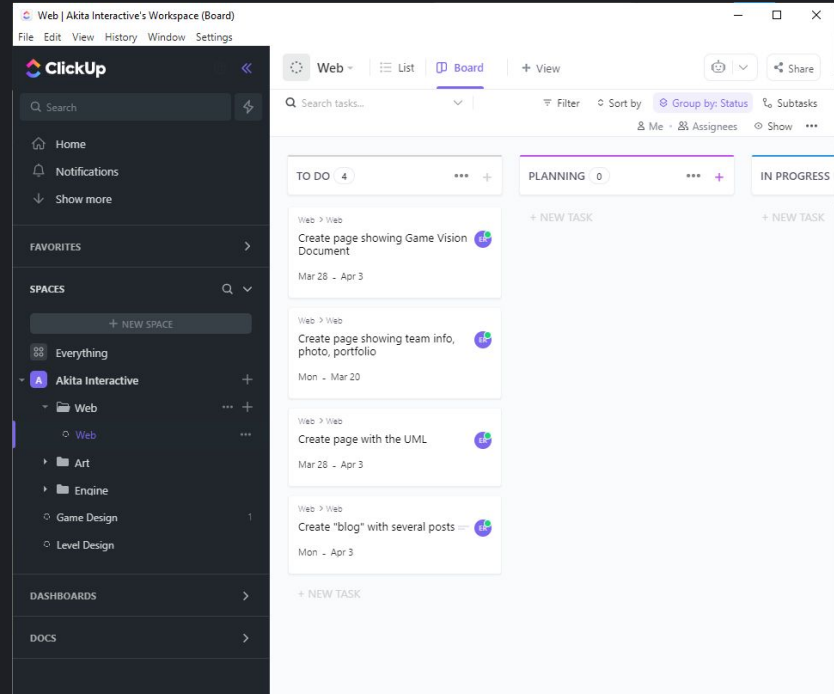


# Task Board



Powerful tool for project management

- Github integration
- Push notifications
- Automation of task Management
- No Dark mode



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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" branching into "Block Hole Bombs", "Explosive", "Blast", "Navigate", and "Backtrack".
- Weapons:** A section titled "WEAPONS" with a small image of a character using a weapon.
- Other elements:** "Death", "Blaze", "Sword slash (if there is a sword)", "Adaptable Bio-Weapons", "Swan Song", "Interactive Environment objects", "Combat Training Mechanics (Hinda?)", and "General Enemy Mechanic".

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



UPC Master in AAA Vide... # general

# 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

# resource-manager

@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: Separating memory leaks reporting code
- Merge pull request #13 from AkitaInteractive...: Source\Engine\vcproj | Expand
- separating memory leaks reporting code: Source\src\Main.cpp | Expand
- Merge pull request #10 from AkitaInteractive...: Source\src\...\MemoryLeaksh | Expand
- [FIX] Style fix in WindowHierarchy.cpp
- Merge pull request #11 from AkitaInteractive...: more prove
- [ADD] Exclusions vendors
- Change version of msbuild
- Try rebuild
- [FIX] No cache for sonar msbuild
- [ADD] Sonar properties
- Update path build-wrapper
- Commented schedule lines
- Updated name to run build-wrapper
- Create sonar-project-properties for Sonar C...
- Create build.yml for Sonar Configuration

```

1 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/MemoryLeaksh"
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# Source Control



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



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04

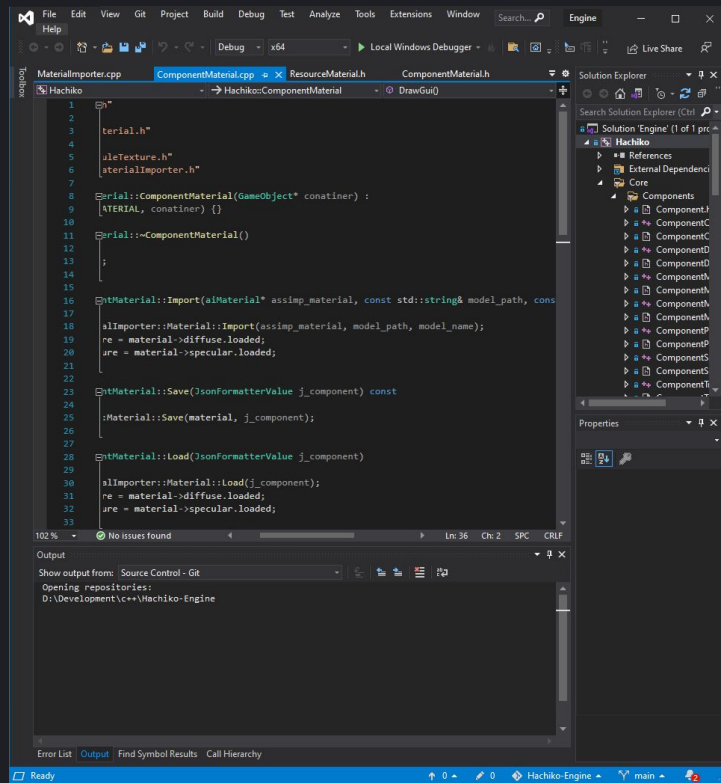
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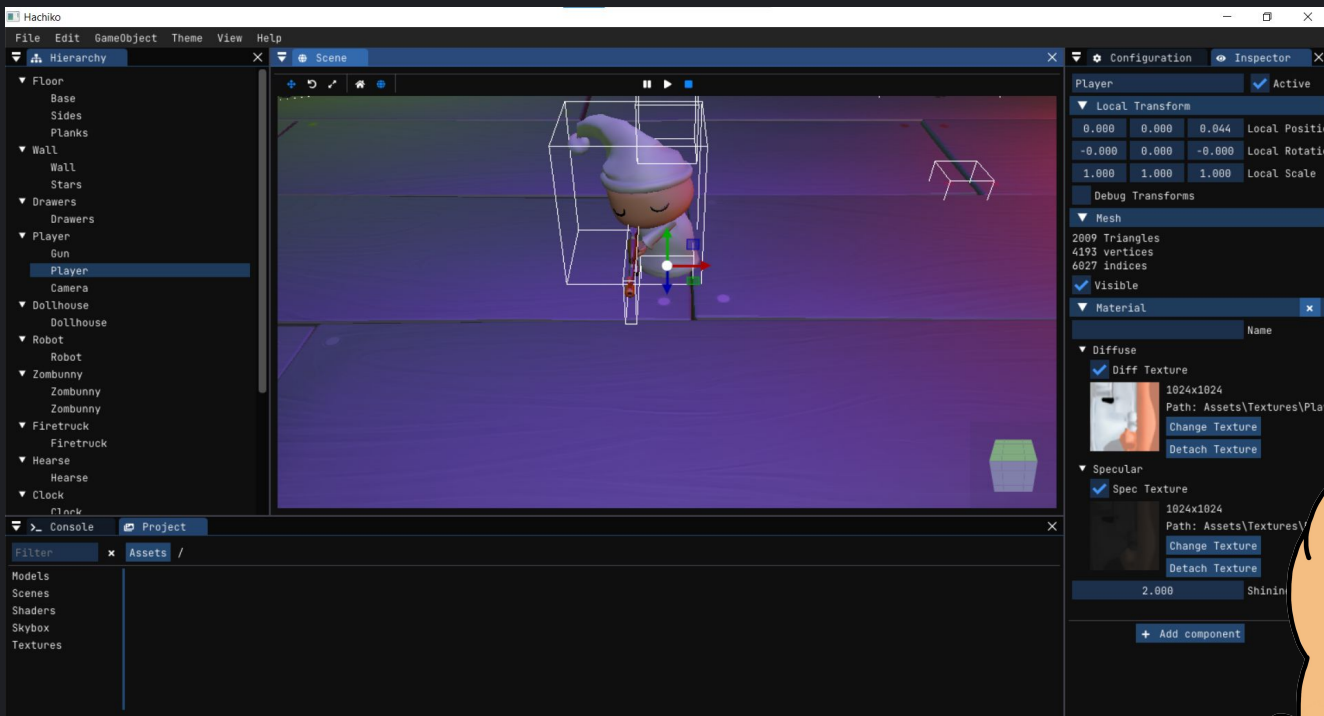
# IDE

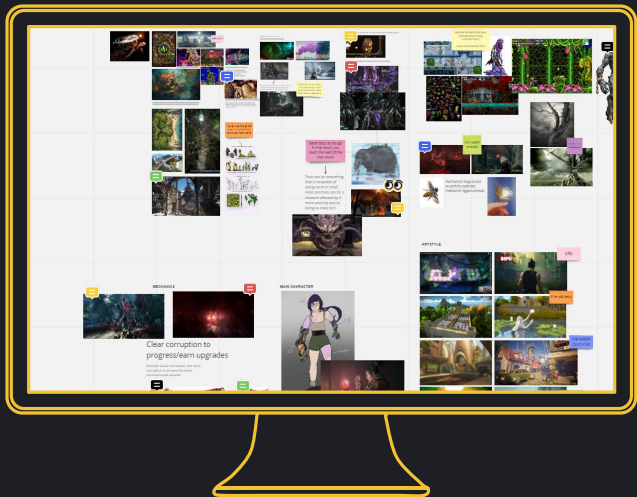
## Visual Studio

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



# Game Engine: Hachiko





# 09.

## VISUAL GOALS

General Art Direction



01

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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

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sifu

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# The Witness

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Overwatch



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# 10.

## COMPETITORS

Recent games with similar themes

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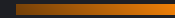
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# CURSE OF THE DEAD GODS

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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# THANKS!

Do you have any further questions?

CREDITS: This presentation template was created by **Slidesgo**, including icons by **Flaticon**, and infographics & images by **Freepik**



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