

Érimos Project

Game Vision Document



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The background is a dark blue space-themed illustration. It features several white dots representing stars, a grey planet with craters in the upper left, a blue comet with a long tail in the upper right, and a pink comet with a long tail in the lower left. There are also some dark blue and black abstract shapes that look like nebulae or galaxies.

1. Information

Érimos Project

Presented by: Akita Interactive

Production

Mónica Martín

Game Design

Vicenç Bosch
Eduard Gállego
Eduardo Godoy
Bernat Güell
Miquel Miro
Alvaro Soppelsa
Eric Torres
Ehsan Zareh

Level Design

Vicenç Bosch
Eduard Gállego
Mónica Martín
Miquel Miro
Phan Nguyen
Eric Torres
Ehsan Zareh

Art

Eduard Gállego
Eduardo Godoy
Phan Nguyen
Ehsan Zareh

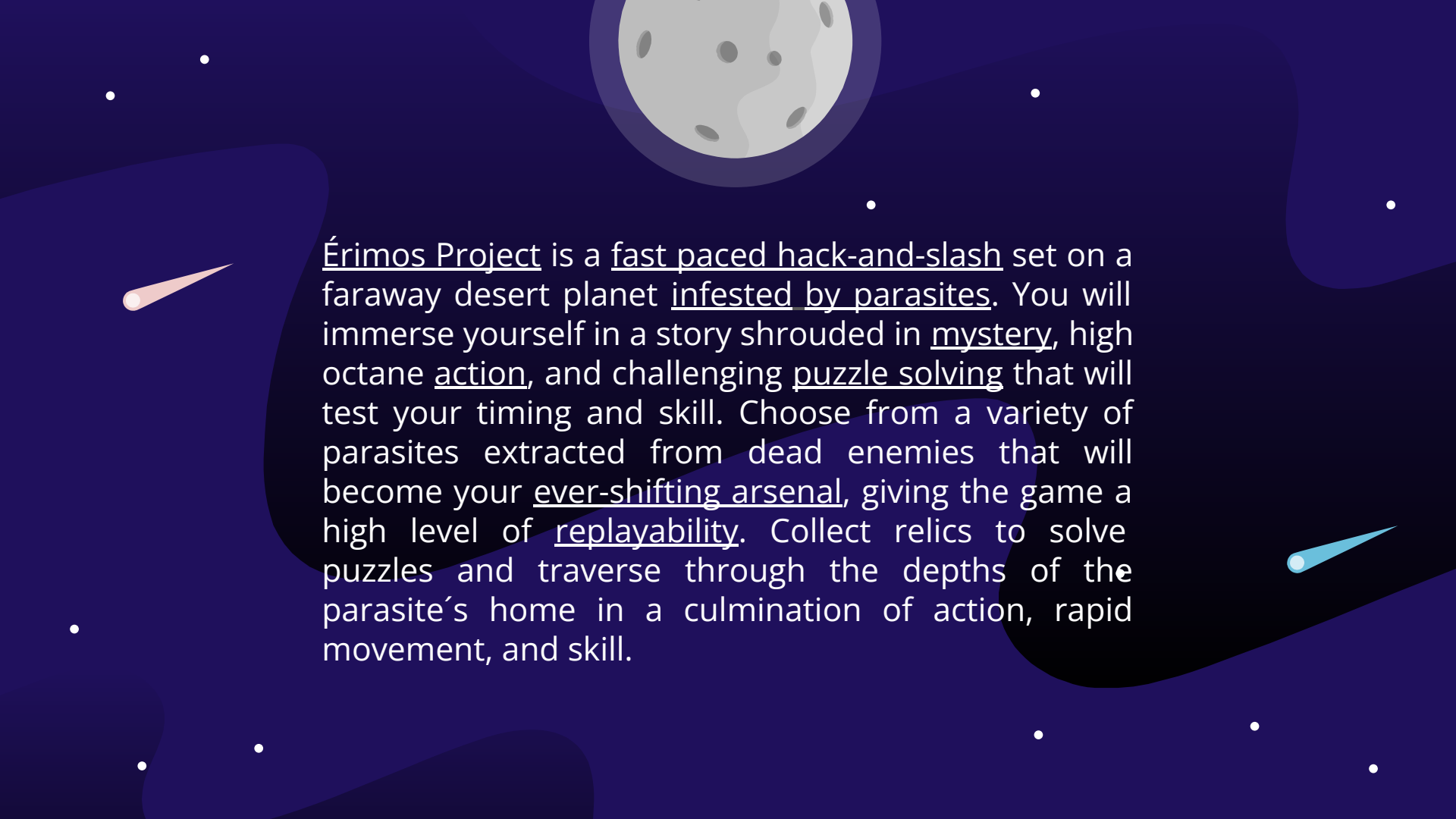
Engine

Vicenç Bosch
Bernat Güell
Mónica Martín
Bernat Martínez
Miquel Miro
Alvaro Soppelsa
Eric Torres



The background is a dark blue space-themed illustration. It features several white dots representing stars of varying sizes. There are two stylized planets: one in the upper left with grey spots, and another in the upper right that is solid black. Two comets are depicted: one in the upper right with a blue tail, and one in the lower left with an orange tail. Large, dark blue, organic shapes are scattered across the background, resembling nebulae or abstract celestial forms.

2. Vision

The background is a dark blue space scene. At the top center is a large, light gray moon with several dark spots representing craters. Scattered throughout the background are small white dots representing stars. Two meteors are depicted: one on the left with a white and orange tail, and one on the right with a white and blue tail. The text is centered in the middle of the image.

Érimos Project is a fast paced hack-and-slash set on a faraway desert planet infested by parasites. You will immerse yourself in a story shrouded in mystery, high octane action, and challenging puzzle solving that will test your timing and skill. Choose from a variety of parasites extracted from dead enemies that will become your ever-shifting arsenal, giving the game a high level of replayability. Collect relics to solve puzzles and traverse through the depths of the parasite's home in a culmination of action, rapid movement, and skill.

The background is a dark blue space-themed illustration. It features several white dots representing stars, a grey planet with craters in the upper left, a blue comet streak in the upper right, and a pink comet streak in the lower left. There are also some dark, irregular shapes that look like nebulae or shadows.

3. Core Game Pillars



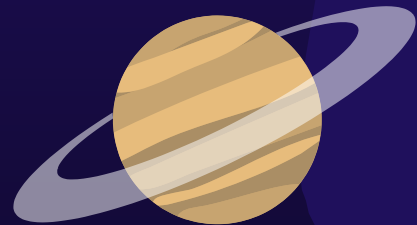
Space Thriller

- Exotic creatures
- Unexplored planet



Flexible Exciting Combat

- Constantly Fresh
- Unpredictable



Fast Paced Puzzles

- Mixed with combat
- Quick reactions

The background is a dark blue gradient with several white dots representing stars. There are two stylized planets: one in the upper left with grey spots, and another in the upper right that is solid black. Two comets are also present: one in the upper right with a blue tail, and one in the lower left with an orange tail. The text '4. Mechanics' is centered in a large, bold, white font.

4. Mechanics

Basic Mechanics



Dash Ability

Quickly dash to platforms or in combat



Melee Attack

Melee enemies with your empowered fist



Ranged Attack

Blast enemies from a distance

Mechanics



Parasite Pickup

Retrieve parasites from your enemies to gain new temporary abilities



Relic Deposit

Find and deposit Relics to activate/deactivate traps, paths, doors, etc.



Parasite Pickup

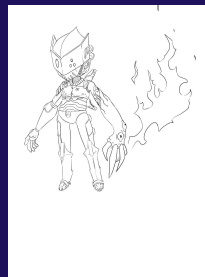
Main Reference: METAL SLUG

- Enemy bodies remain on floor for short period after death before despawning
- Can “interact” with bodies to retrieve random temporary powerup to Melee or Ranged weapon and heal player
- Upgraded weapons have limited ammo and are lost upon death

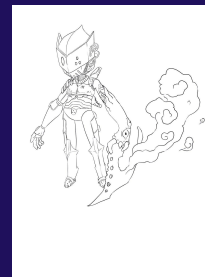
	Melee	Ranged
Audiovisual Cues	Red Tint / Low Gong Sound	Blue Tint / High Bell Sound
Pierce (Lightning)	Spear	Charge Shot
Burst (Fire)	Claws	Flamethrower
Quality (Smoke)	Sword	Automatic



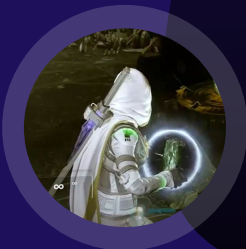
Piercing Melee
Lightning Spear



Burst Melee
Fire Claws



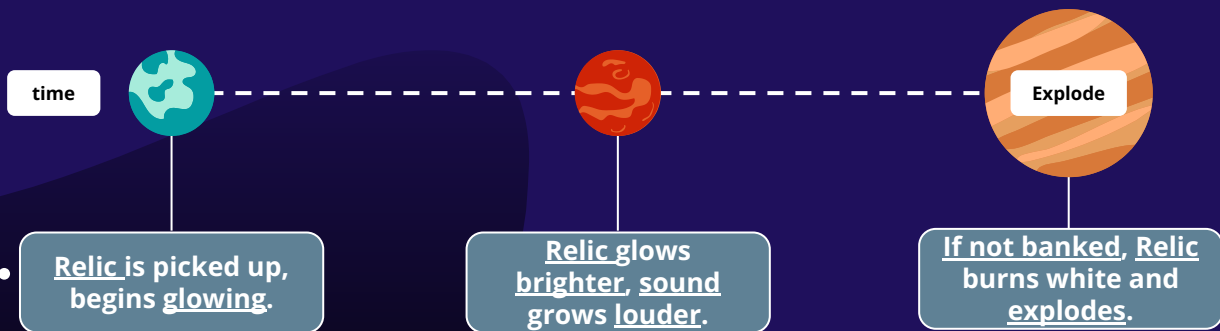
Quality Melee
Smoke Swords



Relic Deposit

Main Reference: DESTINY (From Destiny's Raid Mechanics)

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



The background is a dark blue space-themed illustration. It features several white dots representing stars, a grey planet with craters in the upper left, a large black planet in the upper right, a blue comet with a tail in the upper right, and a pink comet with a tail in the lower left. The text '5. Traps' is centered in a large, white, bold font.

5. Traps

Level 1 Traps



Falling Platforms

Platforms with a 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

Exploding Crystals

Crystals explode when player is in vicinity or attacks them

Level 2 Traps



Lazers

Lazers deal BIG damage and are un-dashable

Moving Platforms

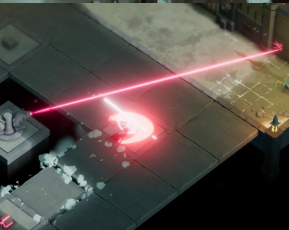
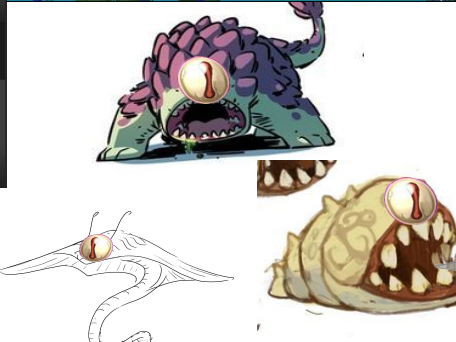
...Moving Platforms

Exploding Crystals

Crystals explode when player is in vicinity or attacks them

The background is a dark blue space-themed illustration. It features several white stars of varying sizes, a grey planet with spots in the upper left, a large black planet in the upper right, and two comets (one blue and one orange) streaking across the scene. The text '6. Mood Board' is centered in a large, white, bold font.

6. Mood Board



The background is a dark blue space-themed illustration. It features several white dots representing stars, a grey planet with craters in the upper left, a large black planet in the upper right, a blue comet with a tail in the upper right, and an orange comet with a tail in the lower left. There are also some dark blue abstract shapes scattered throughout.

7. Story

Thousands of years ago, an ancient nomadic civilization, advanced beyond their time, travelled the galaxies in search of ultimate knowledge. They were a civilization of scientists that lived on a massive spacecraft, experimenting on organisms, collecting data, and inventing new technologies. On one of their travels, a seemingly inconspicuous experiment of theirs gained sentience. The first Parasite was born. She grew in hiding, feasting on smaller creatures and failed experiments like her until she was ready to ensnare her first host. She slaughtered and consumed the entirety of the nomadic scientists, not a single person was spared. And the Parasite grew. The ship crashed on an unknown planet and the legend of the Parasite Queen slowly faded, lost in time.

Or so they thought.

A millennium has passed and the Captain of Space Fleet AKT, an intergalactic peacekeeping corp., has been tasked with the investigation of some anomalies occurring near an undocumented desert planet - Mission Titled: "Érimos Project". Upon entering the planet's atmosphere, something crashes into their ship and sends them plummeting to the planet's surface. The Captain and crewmates are alive, with minor injuries but are left with no power source for their ship. They decide to split in search of a means to fuel their jet.

Alone, the Captain comes across a tuft of sand that seems to be moving. Before they can react, a creature springs out, sand spraying everywhere, and latches itself onto the Captain's injured arm. Like a jolt of adrenaline, the Captain's body surges with energy. A flash of white and a ringing slowly fades from their ears. Before the Captain could react, a flurry of creatures landed in front of them, with a similar parasitic organism attached to each of their bodies. The Captain could sense the other creatures, as if their hearts were pulsing inside the foreign alien attached to the Captain's arm. They attacked and the Captain fought - the mission changed and it was simple: survive.

Fighting through hordes of enemies the space ranger discovers an ancient decrepit spacecraft, a behemoth of technology, towering over the sky and blocking out the sun. The ringing returns and the Captain's vision flashes white, stronger this time. They notice a pulsing of energy leading into the ship. Strange, it's almost as if they can feel the current of energy flowing inward - but to what?

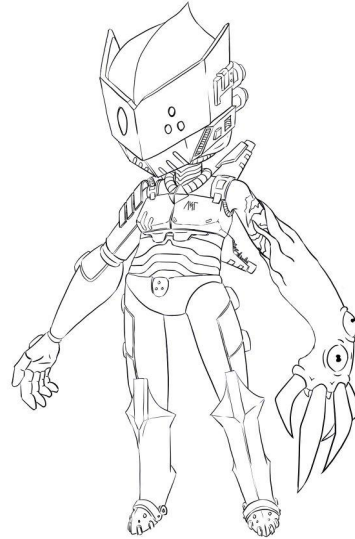
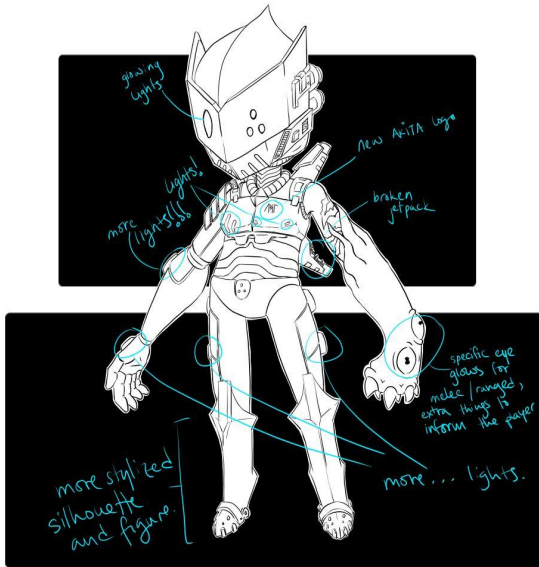
Deep inside the cavernous ship, is a technology that has never before been documented. Like ruins of the past, a massive spacecraft devoured by nature...and something else. Glowing crystals and ominous statues guide the Captain deeper and deeper, an awful stench swathed through their respiratory unit. Crystals line the walls and upon closer inspection they realize that their crewmates are encased within. The ringing strikes harder in the Captain's ears, a flash of nauseating white. The parasite on their arm quivers, something is happening to them. Their mind, their body...

The Captain steps into a large room, crystal cocoons littered about, and something... something enormous residing in the center. The thing awakens and unfolds, revealing a massive parasite, the Queen. She lets out a viscous scream, the ringing blasts through the Captain's ears. A flash of white. Why were they sent here? How can the Captain save their crew? And what will the Captain be able to do against an ancient alien god?

8. Sketches

The background is a dark blue space scene. It features several white dots representing stars. There are two comets: one in the upper right with a blue tail and one in the lower left with an orange tail. On the right side, there are several grey, cratered shapes representing planets or moons. The overall aesthetic is clean and modern.

Main Character



base parasite



parasite #2



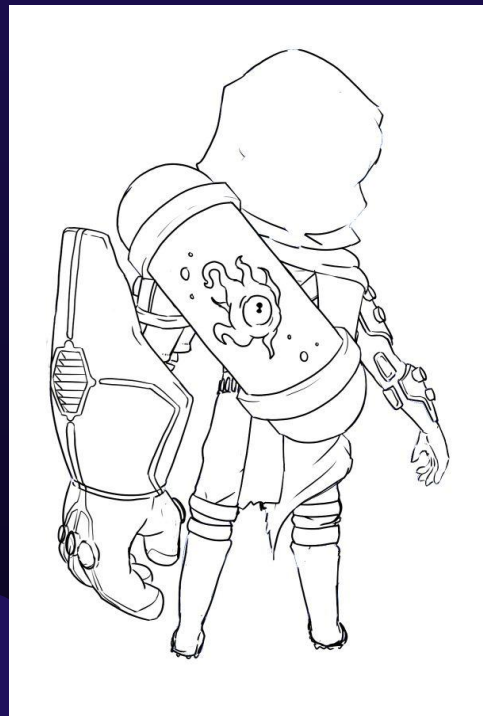
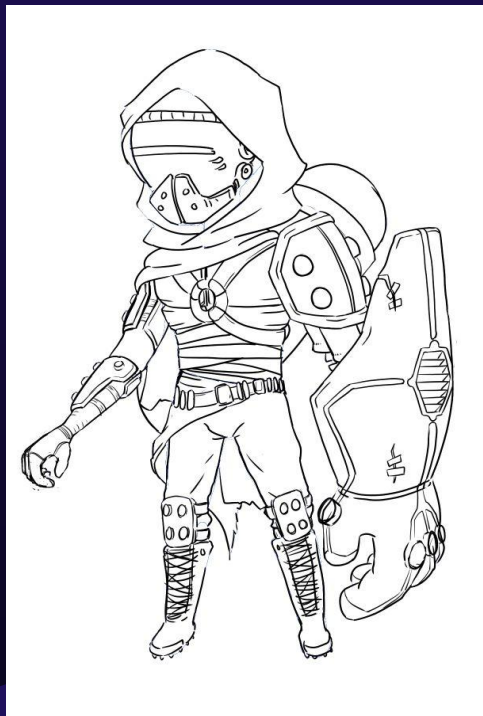
parasite #3



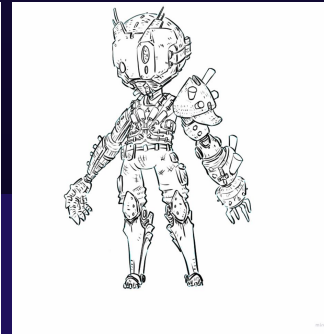
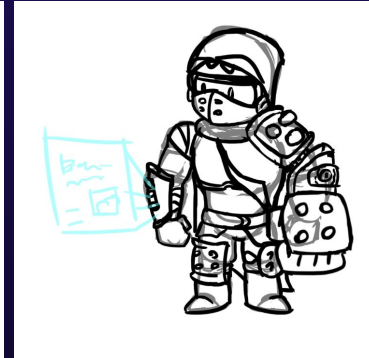
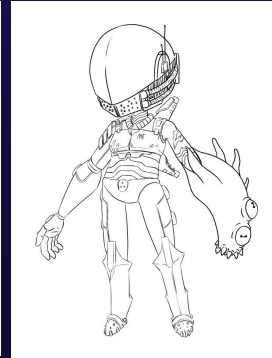
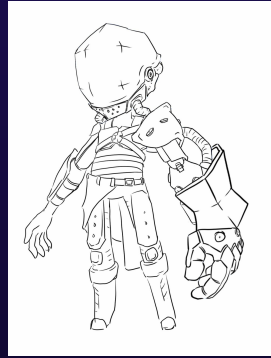
parasite #4



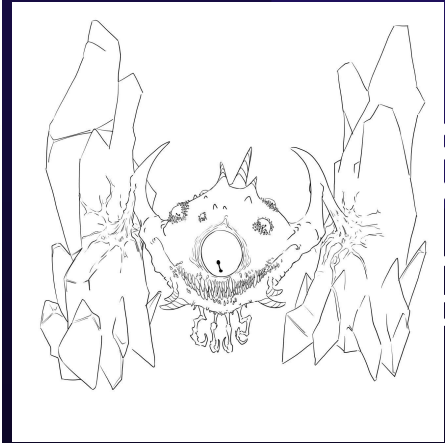
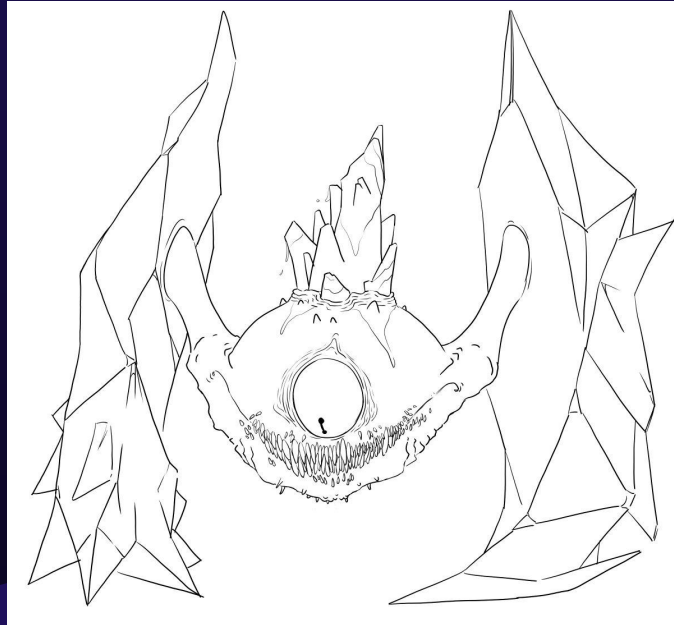
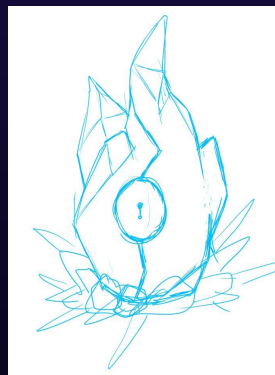
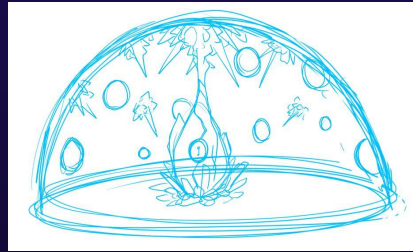
Main Character



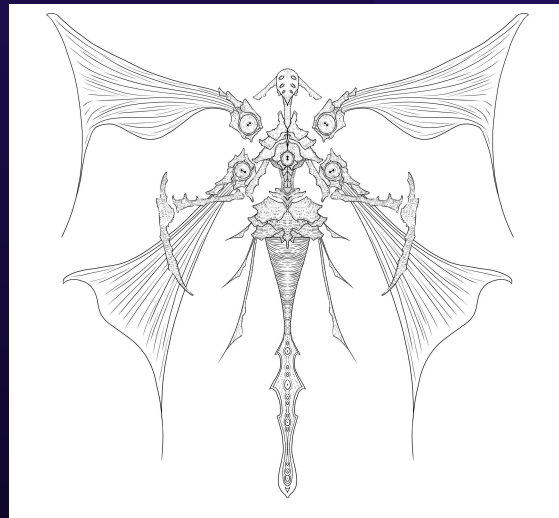
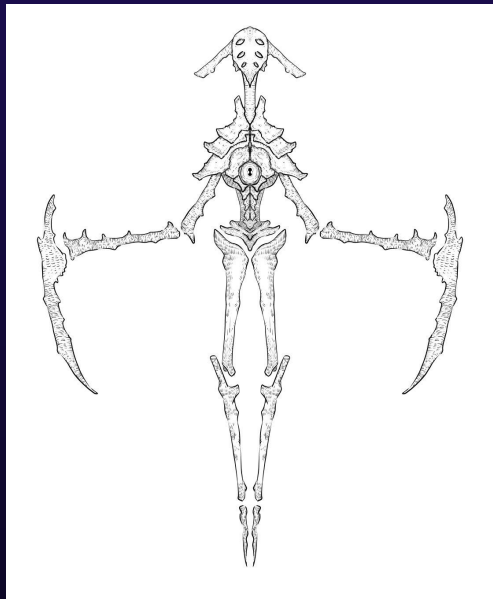
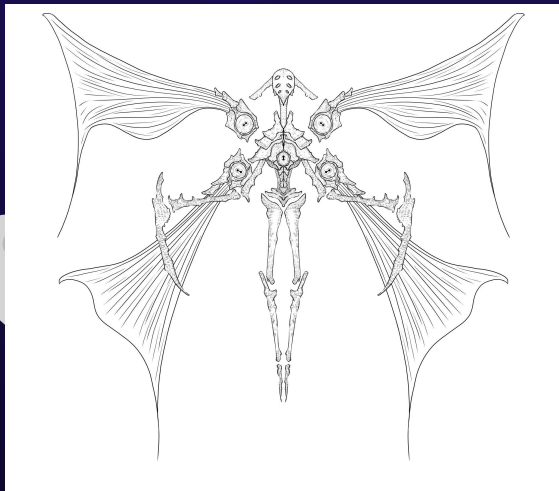
Main Character



Final Boss



Final Boss



PHASE 1
- scythe
- tail whip
- small, short
- wing eye beam



CRYSTALLIZATION



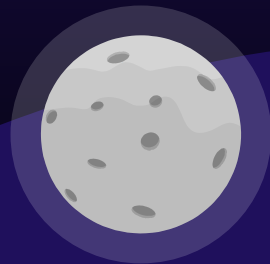
PHASE 2
- after taking enough damage, wings + tail fall off
- scythe
- more aggressive
- magn chest
- eye beam
- body slam

9. Level Design

The background is a dark blue space-themed illustration. It features several white stars of varying sizes scattered across the field. There are two prominent comets: one in the upper right quadrant with a bright blue tail, and another in the lower left quadrant with a reddish-orange tail. In the lower right area, there are several grey, cratered planetoids or moons of different sizes. The overall aesthetic is clean and modern, typical of a digital presentation or game menu.



Skill-Theme Level Design



Theme **Level 1**

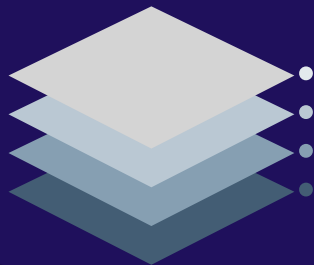
- Desert Planet
- Cracked Surfaces
- "Open World"

Skill

- Dash Ability
- Combat Mechanics

Test

- Dash + Combat
- Introduce Relic



Theme **Level 2**

- Interior Ancient Temple/
Spaceship
- Claustrophobic but
Massive

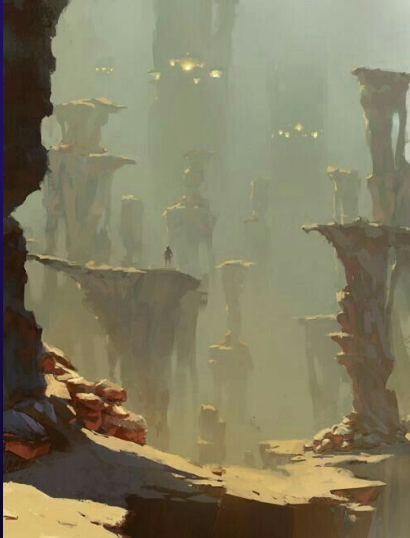
Skill

- Relic Mechanic
- Combat + Dash

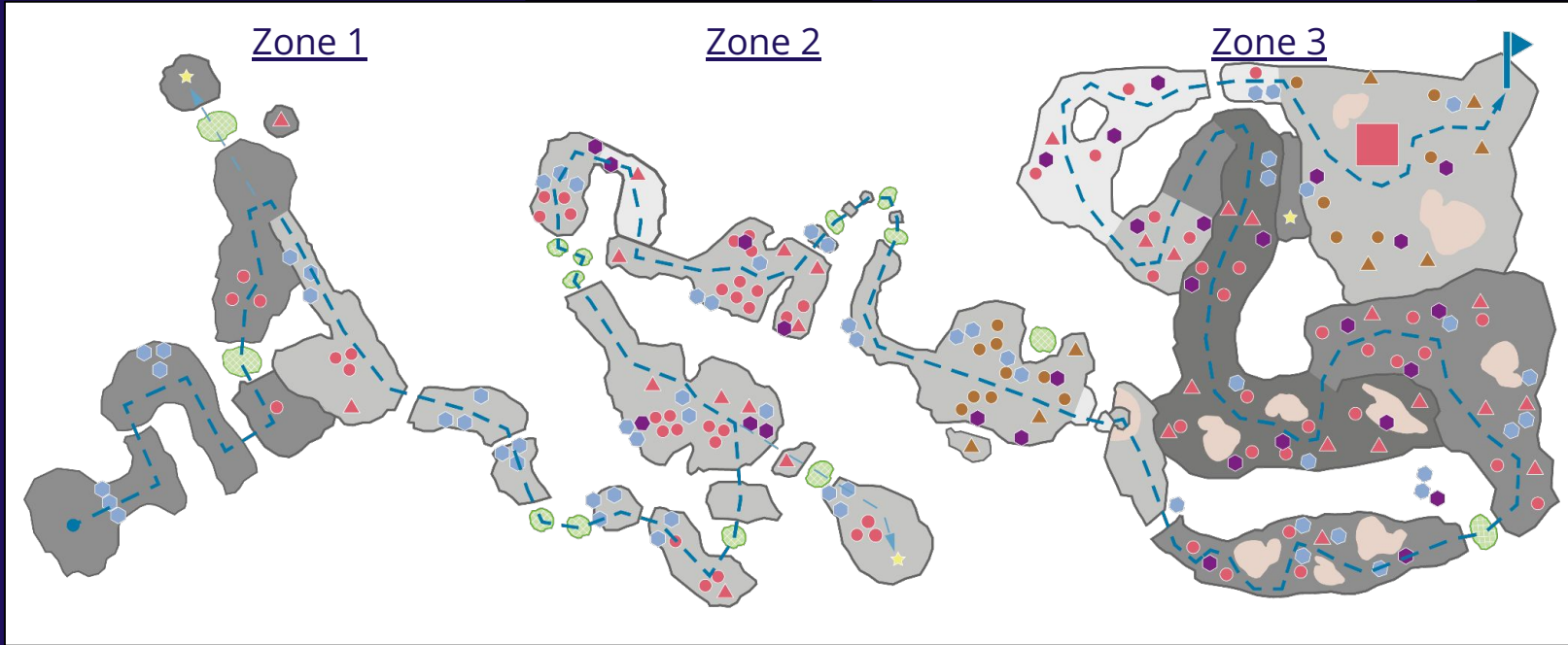
Test

- Relic + Dash + Combat

Level 1 Environment References



Level 1

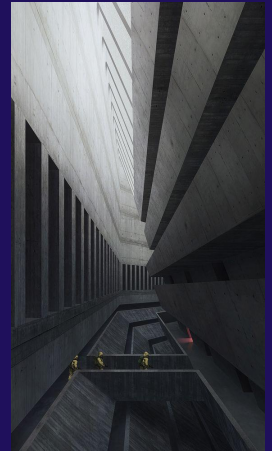
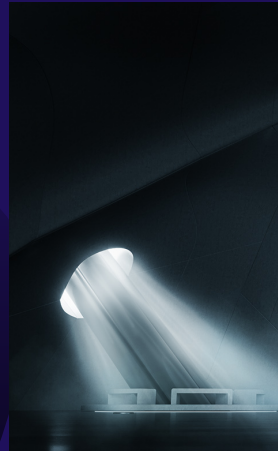
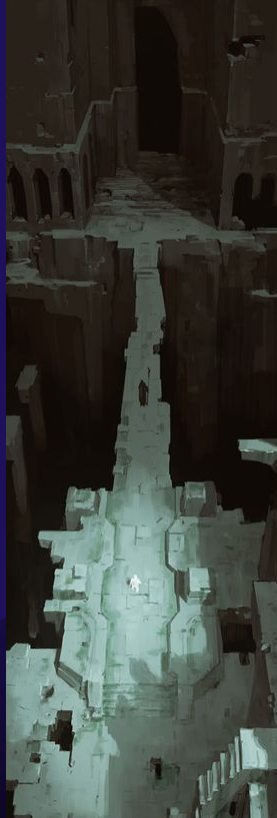
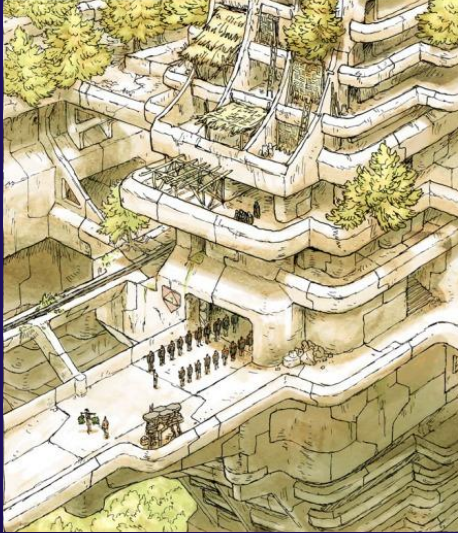


- ▲ Range Enemy
- Melee Enemy
- Mini Boss
- ▲ Range Enemy (Gauntlet)
- Melee Enemy (Gauntlet)
- ⬡ Breakable Crystal
- ⬢ Explosive Crystal
- ★ Collectible
- ⬢ Crumbling Platform
- ☁ Quick sand

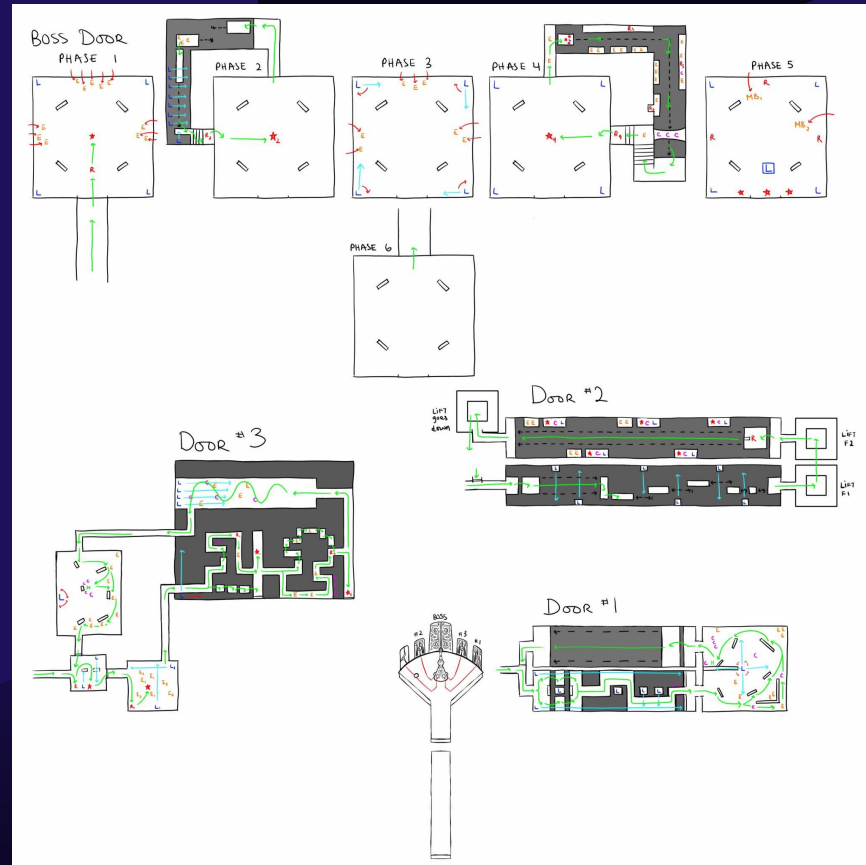
Terrain Elevation

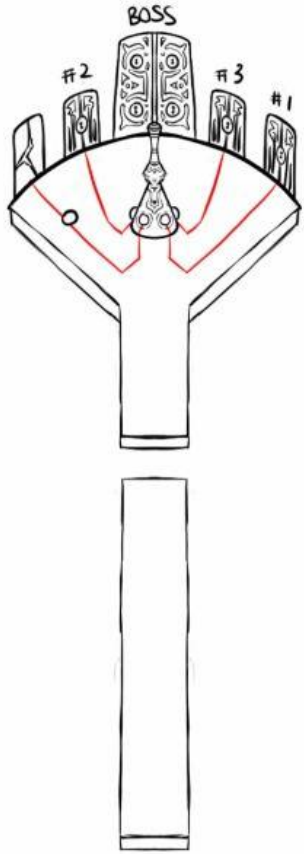


Level 2 Environment References

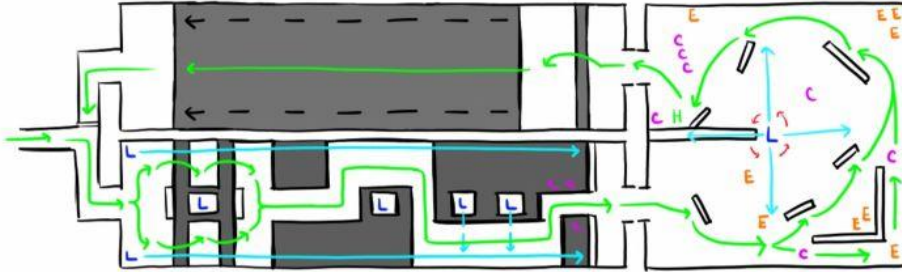


Level 2



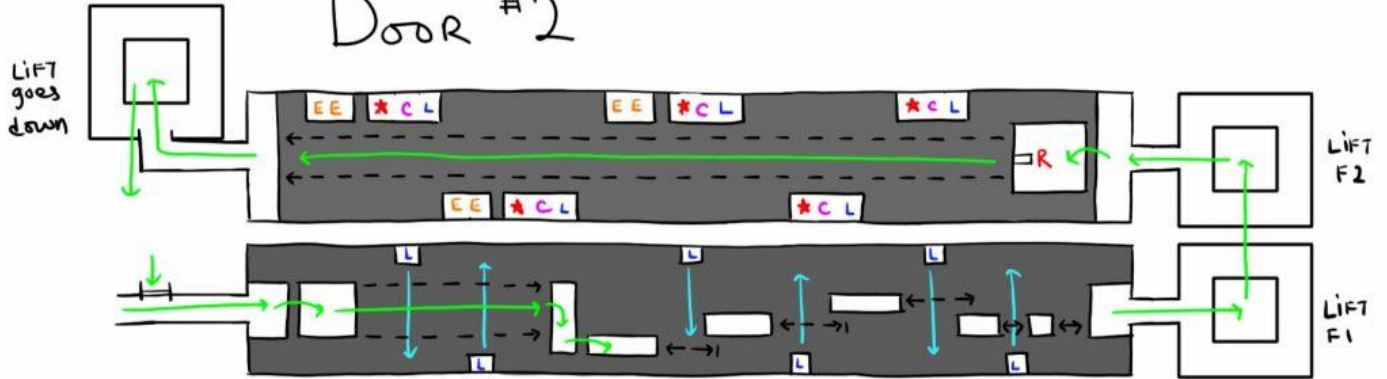


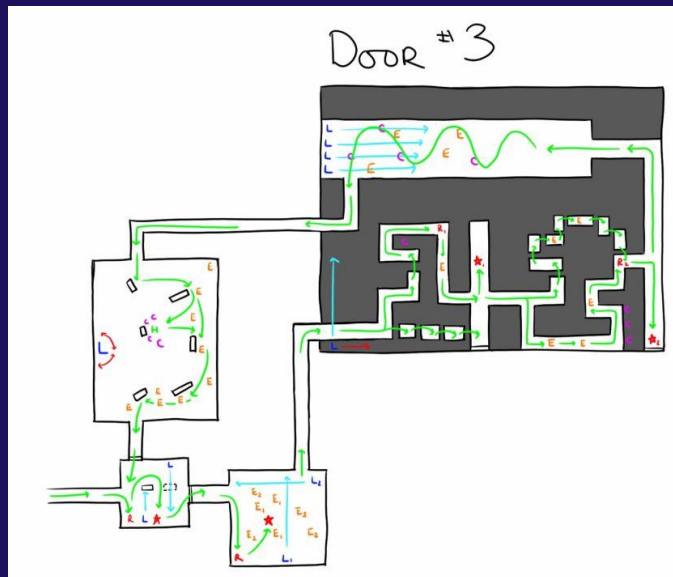
Door #1



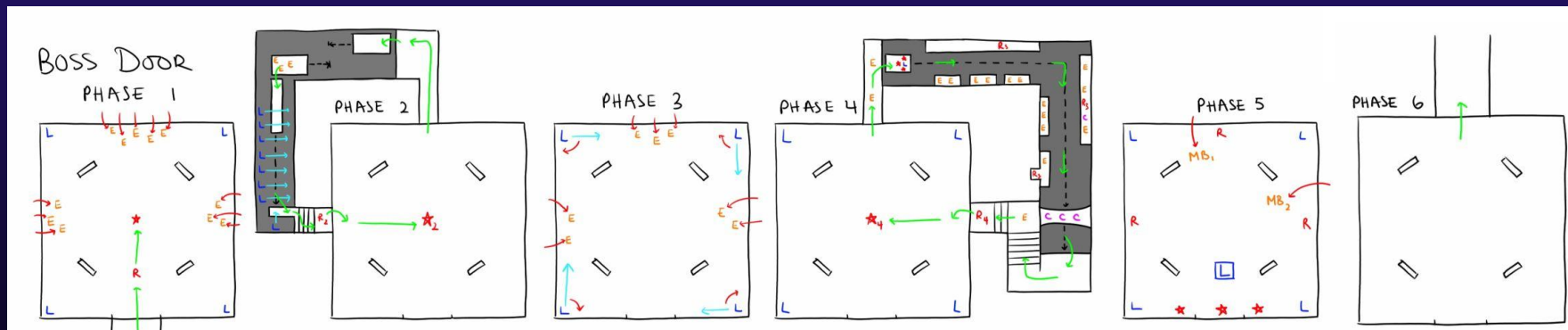
- E: Enemy
- C: Crystal
- L: Lazer
- R: Relic
- ☆: Relic Goal
- ⇨: Lazer Direction
- →: Player Path

Door #2





- E: Enemy
- C: Crystal
- L: Lazer
- R: Relic
- ☆: Relic Goal
- ⇨: Lazer Direction
- →: Player Path
- →: Movement
- MB: Mini boss / Elite Enemy



10. Tech & Tools

The background is a dark blue space-themed illustration. It features several white stars of varying sizes scattered across the field. In the upper right, there is a large, dark, irregular shape representing a planet or moon. A bright blue comet with a long tail is positioned in the upper right quadrant. In the lower left, there is a smaller, reddish-orange comet. Below it, a grey, cratered planet or moon is depicted. The overall aesthetic is clean and modern, typical of a presentation slide.

Tech Tools



Visual Studio

Programming IDE



Hachiko Engine

Engine of the Game



GitHub

Collaborative
version Control



ClickUp

Organization,
management

Art Tools



**Adobe
Photoshop**
2D Art, Texturing



PureRef
References
Management



ZBrush
Sculpting



**Autodesk
Maya**
Modeling, Rigging and
Animation



**Substance
Painter**
Texturing

11. Visual Goals

The background is a dark blue space-themed illustration. It features several white stars of varying sizes scattered across the field. There are two large, dark blue, irregular shapes that resemble galaxies or nebulae. A bright blue comet with a long tail is positioned in the upper right quadrant. A pinkish-orange comet is in the lower left. In the center, there are several grey, cratered shapes representing planets or moons.

Art Style - Proportions



LookDev - Textures



LookDev - Lighting



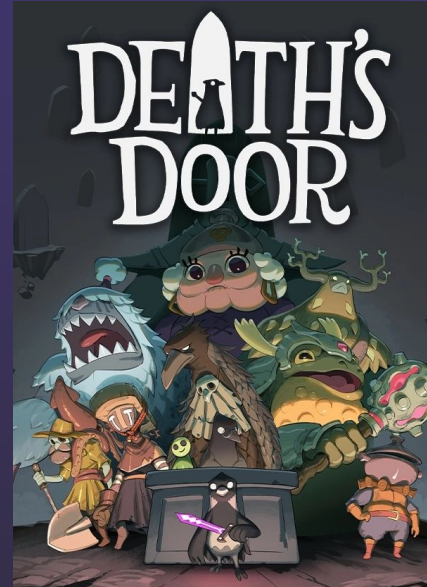
The background is a dark blue space scene. It features several white dots of varying sizes representing stars. There are two comets: one in the upper right quadrant with a blue tail pointing towards the top right, and another in the lower left quadrant with an orange tail pointing towards the bottom left. In the upper center, there is a dark, irregular shape representing a planet or moon with several smaller white circles on its surface. The overall aesthetic is clean and modern.

12. Competitors

Death's Door

Acid Nerve - 2021

**Cartoon
Puzzle Solving
Combat**



Narita Boy

Studio Koba - 2021

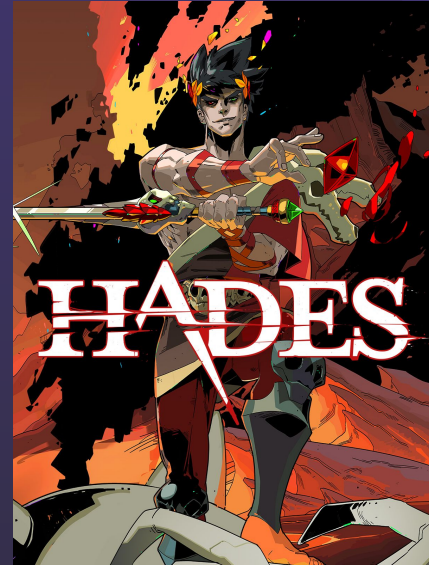
**Retro - Old Fashioned
Platforming
Combat**



Hades

Super Giant Games - 2020

Greek Mythology
Rogue-lite
Fast-paced Action



Thanks

Do you have any questions?

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