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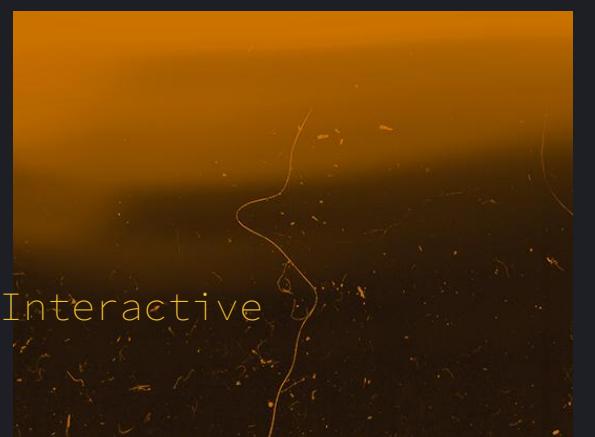
06

ANTLIA  
1998

ORION  
1998

# Érimos Project

## *CONCEPT DISCOVERY*



Akita Interactive





- INFORMATION**
- VISION**
- CORE GAMEPLAY PILARS**
- MOODBOARD**
- STORY**
- SKETCHES**
- LEVELS**
- TECH AND TOOLS**
- VISUAL GOALS**
- COMPETITORS**

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**06.**

**07.**

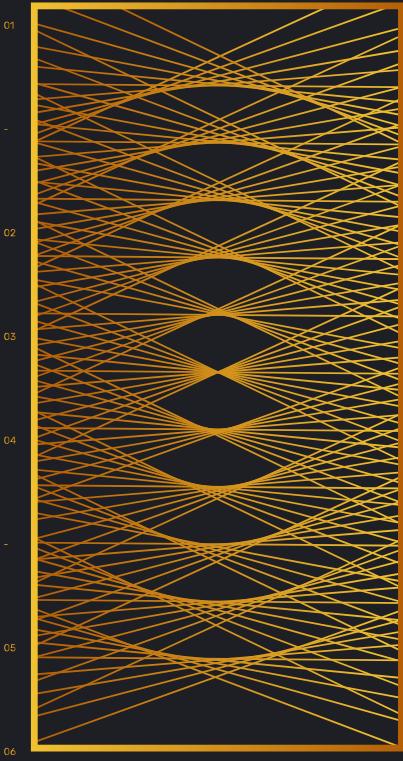
**08.**

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**10.**

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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

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80 50 20 50 80 20 50





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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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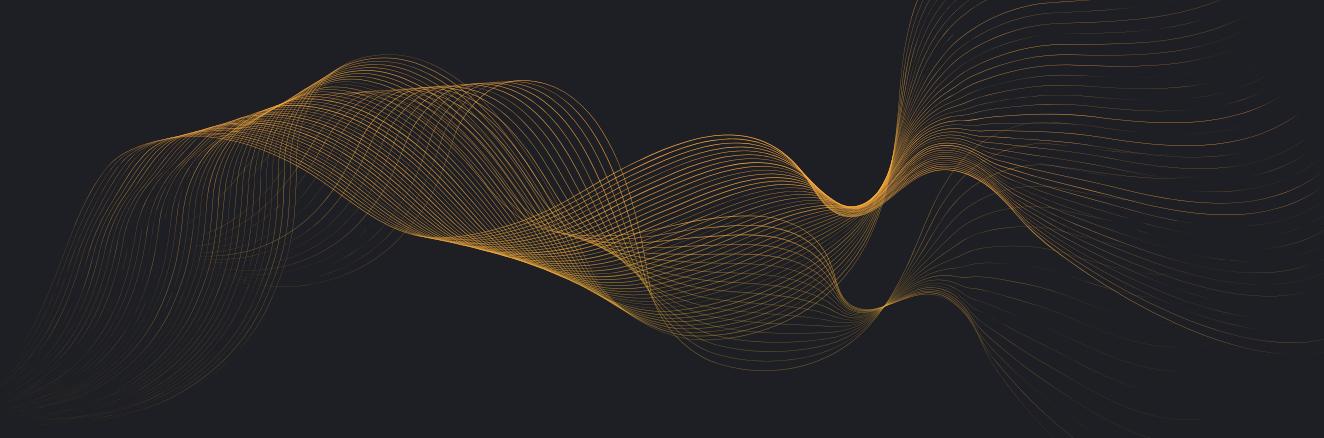


**Érimos Project** is a **fast paced** **hack-and-slash** that allows players to use the corpses of their enemies to enhance their character's body. Extract and choose from a **variety of parasites** that will become your **ever-shifting arsenal**, giving the game a high level of **replayability**. Collect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





01



## FLEXIBLE & EXCITING COMBAT

02

03

Constantly fresh and unpredictable combat that challenges and rewards players.

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# BASIC COMBAT MECHANICS



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.





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01



## 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**.



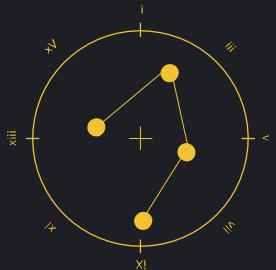
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# FAST PACED PUZZLE SOLVING

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



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# QUICK MOVEMENT MECHANICS



## Dash

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.





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# 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**.





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# 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.

Lazers deal BIG damage and are un-dashable.



## Moving Platforms



... Moving Platforms



## Quicksand

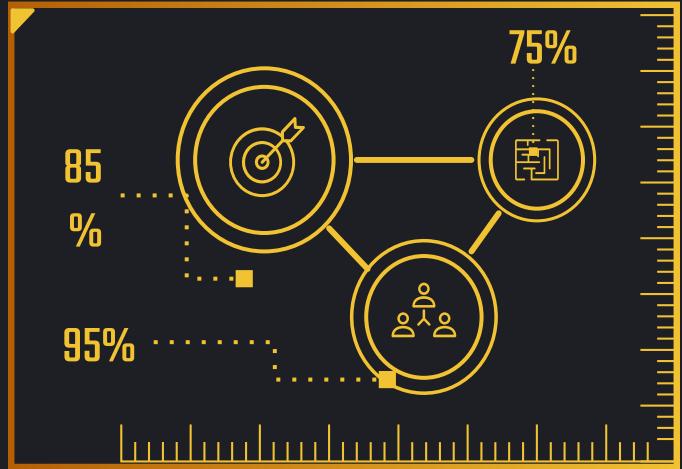
Slows player and pulls them to center. If in center, immobilized for short period.

## Exploding Crystals



Crystals explode when player is in vicinity or attacks them.

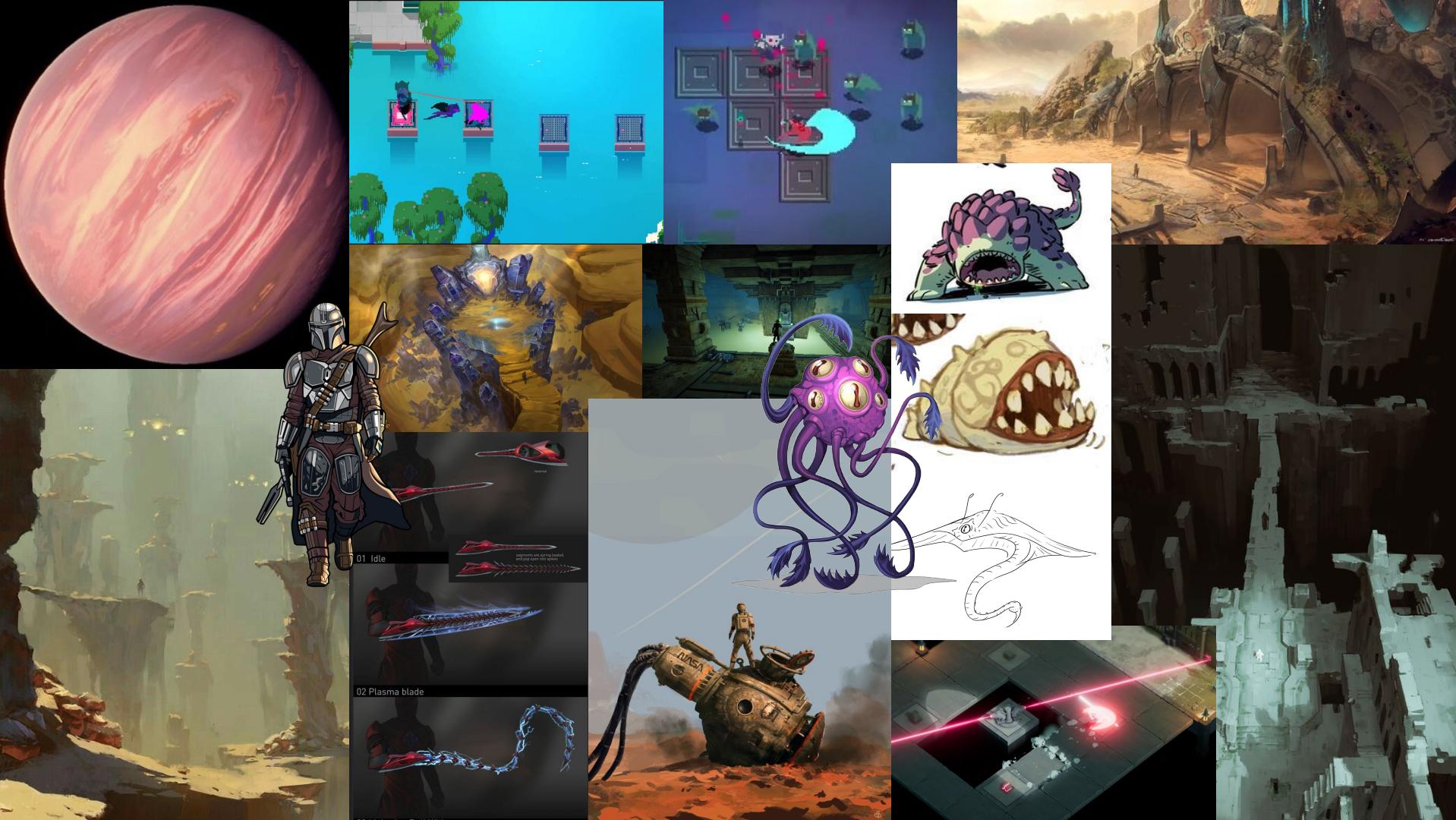


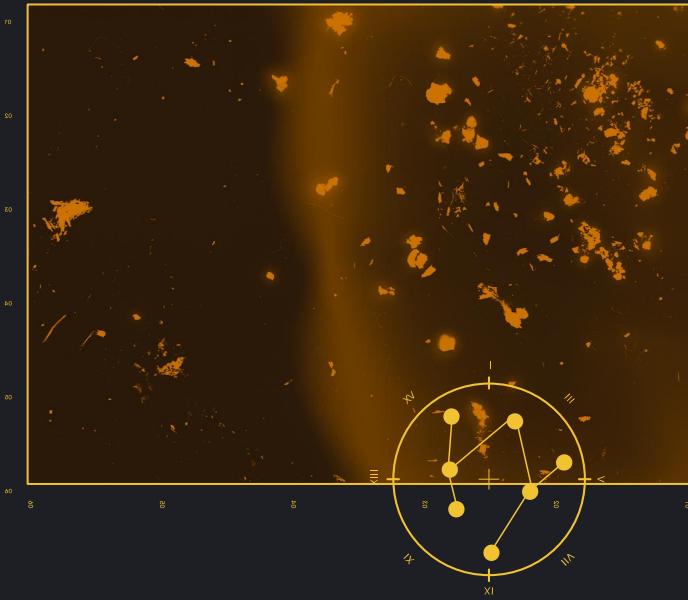


# 04. MOODBOARD

One page document to understand the game







# 05. STORY

General lore behind the game





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.

01

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.

02

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?

03

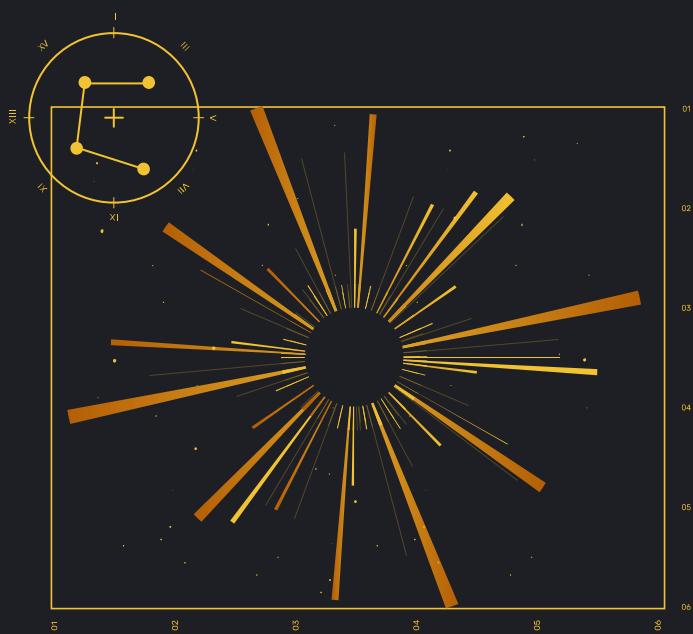
Deep inside the cavernous ship, is a technology that has never before been documented. Like ruins of the past, a massive spacecraft devoured by nature...and something else. Glowing crystals and ominous statues guide the Captain deeper and deeper, an awful stench swathed through their respiratory unit. 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...

04

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?

05





# 06. SKETCHES

Proposals for characters, enemies & boss

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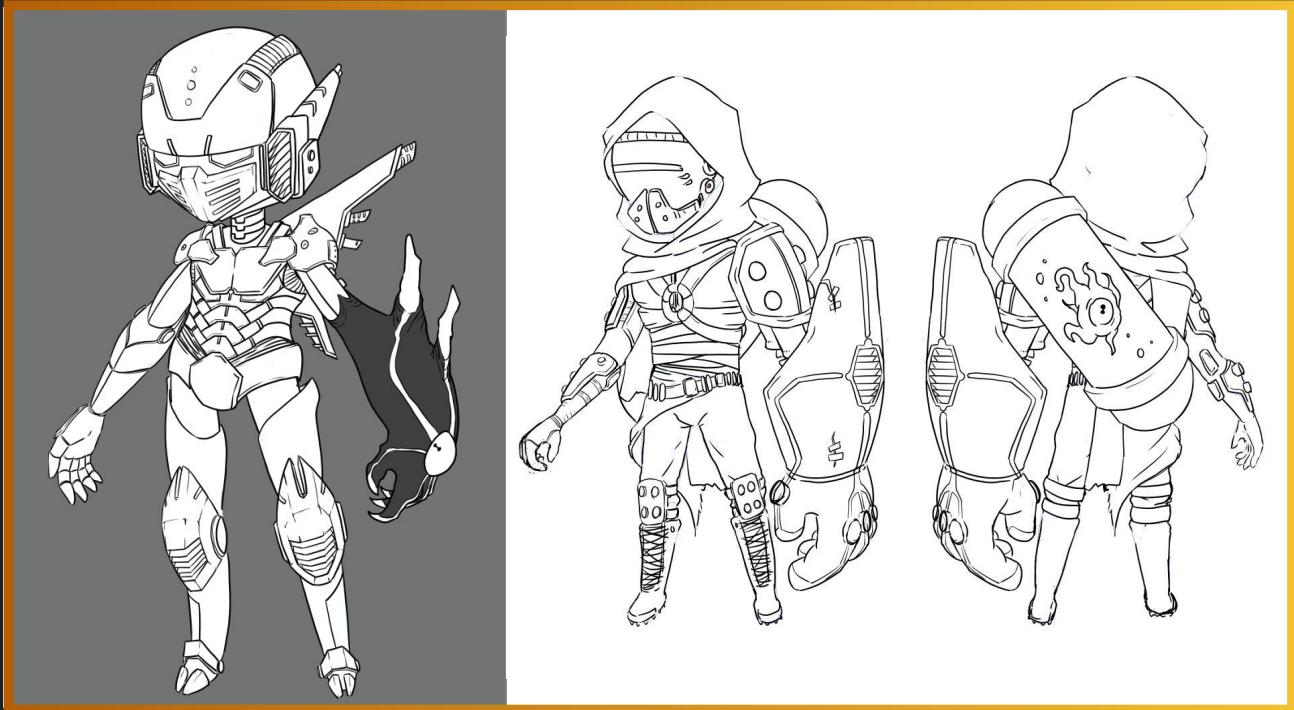
# MAIN CHARACTER



## MAIN CHARACTER

---

Parasyte  
attached to its  
arm / gauntlet

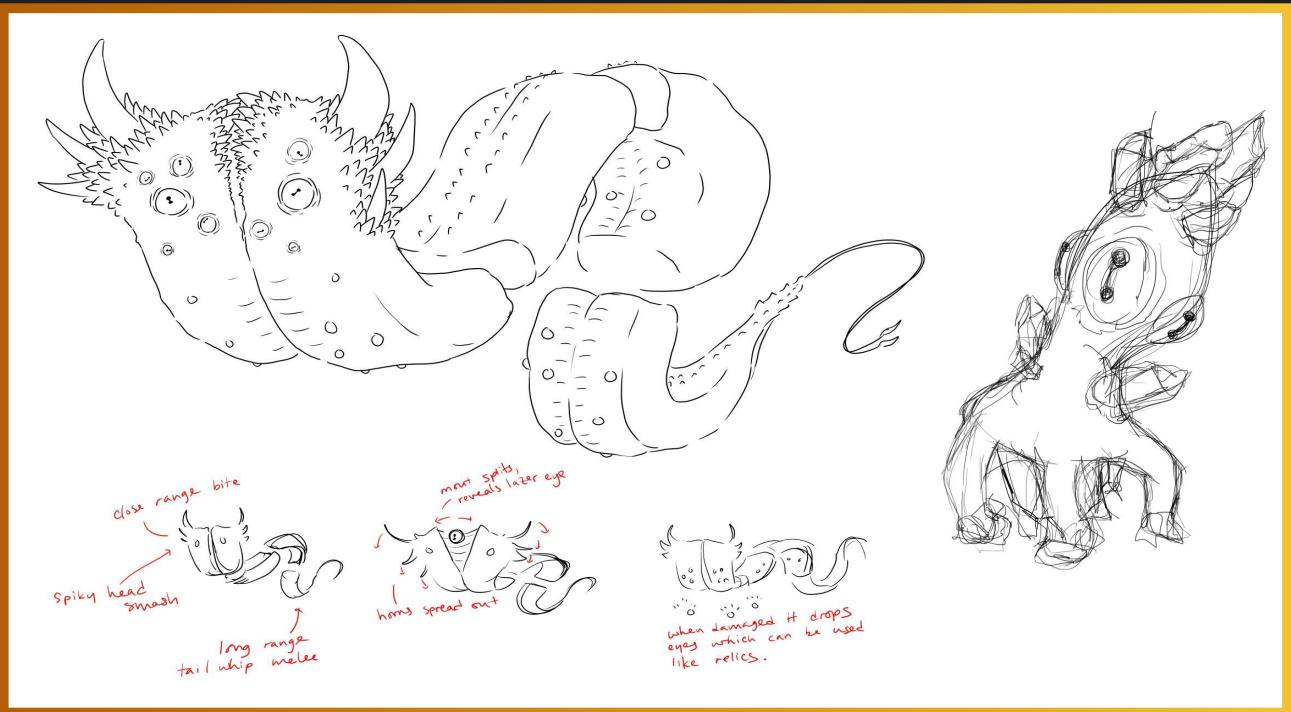


# ENEMIES



## ENEMIES

Infected creatures



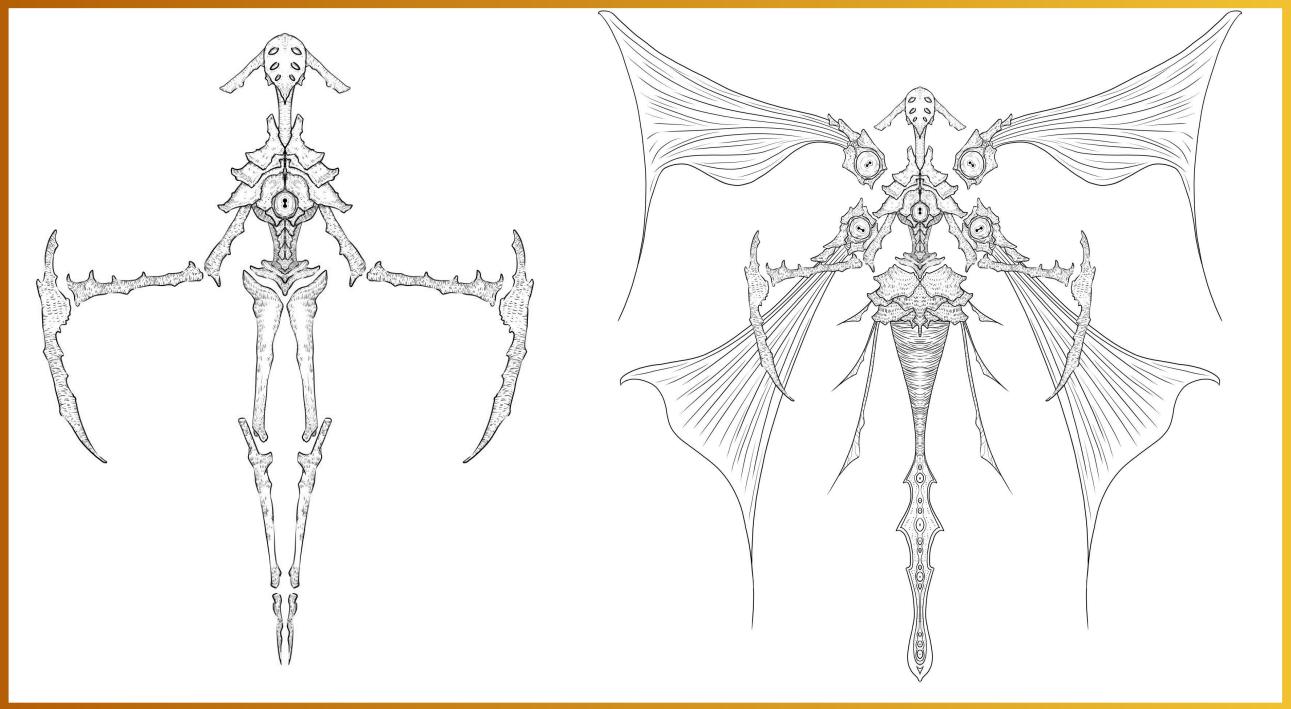


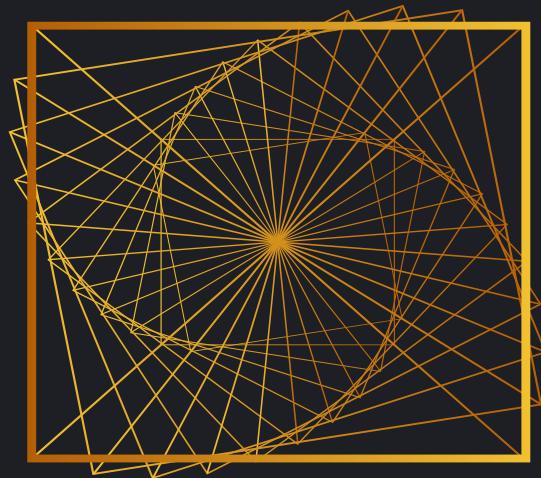
# ENEMIES



**BOSS**

Hive queen





# 07. LEVEL

Level for Vertical Slice 1

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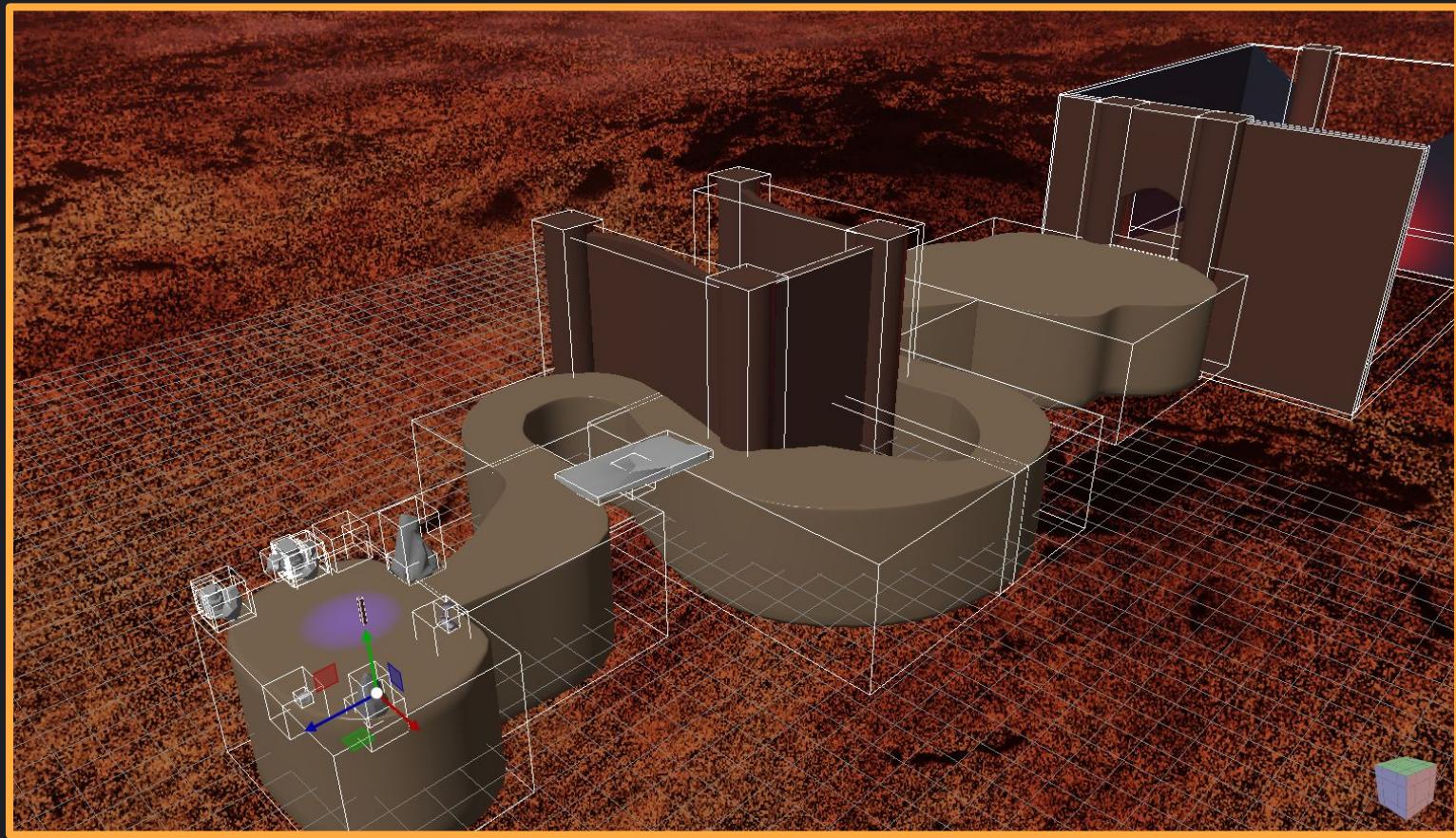
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# 08.

## 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

01



3ds Max



Maya



Substance  
Painter



02



ZBrush



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1

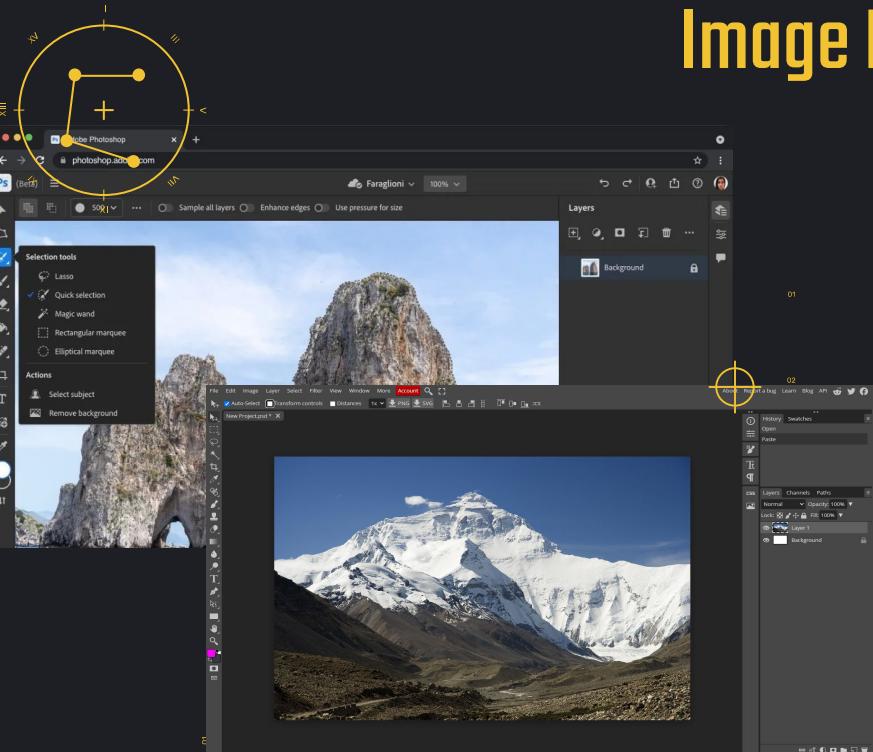
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# Image Editors

*PhotoShop & Photopea* 

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



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01

# Task Board



Powerful tool for project management

- Github integration
- Push notifications
- Automation of task Management

Web | Akita Interactive's Workspace (Board)

File Edit View History Window Settings

ClickUp

Search

Home

Notifications

Show more

Favorites

+ NEW SPACE

Everything

Akita Interactive

Web

Art

Engine

Game Design

Level Design

DASHBOARDS

DOCS

Web

PLANNING 0

IN PROGRESS

TO DO 4

Create page showing Game Vision Document

Mar 28 - Apr 3

Create page showing team info, photo, portfolio

Mon - Mar 20

Create page with the UML

Mar 28 - Apr 3

Create "blog" with several posts

Mon - Apr 3

+ NEW TASK

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01

# Visual Design Board



Virtual online White board  
for sharing ideas and  
designs

miro free\* | Team B - Corrupted Titan | 🔍 | 🌐 | ☰ | ⚙ | 🔍

level proposals

Underground

Surface

2 special mechanics (different from HLD)

- clear corruption
- teleport (blink & backtrace)

General mechanics

- Shoot
- Dash
- Attract (black hole bombs)

Special Bombs

- Black Hole Bomb
- Explosive
- Sticky

Black

Dash

Backtrack

Sword stash (if there is a sword)

Adaptable Bio-Weapon

Super Sung

Passive ability

Ranged weapon

Heskaht

Charge Shot

Combat Timing Mechanic (Xinda?)

General Enemy Mechanic

Interactive Environment objects

WEAPONS

See recent changes | x



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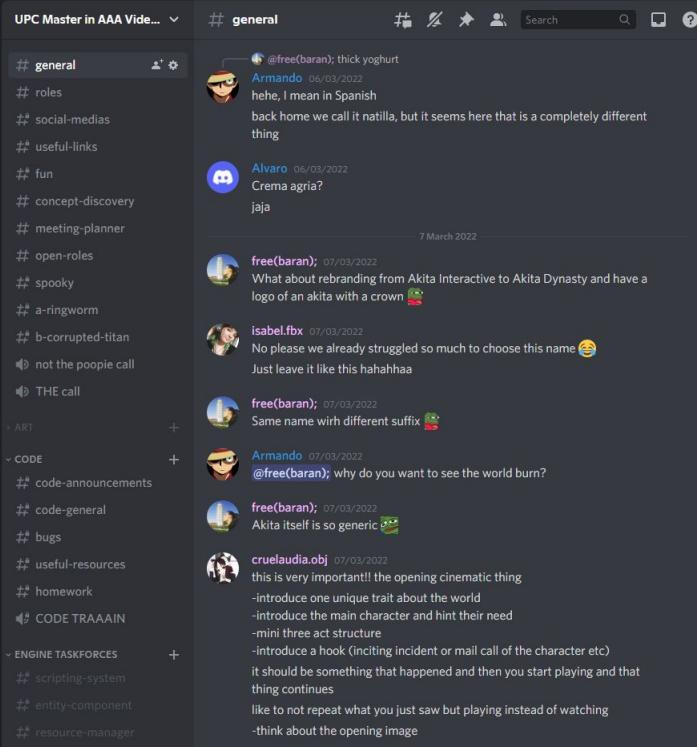


01

# Communication

Discord 

- 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 server interface for "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
  - # resource-manager

The main window shows the #general channel with the following messages:

- @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
- 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 hahahha
- 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 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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01

File Edit View Repository Branch Help

Current repository Hachiko-Engine

Changes History

Select branch to compare...

Merge pull request #14 from AkitaInteractive/improvements/memory-leaks-fix...  
Reporting separating memory leaks reporting code  
Armando • Feb 23, 2022

updating source folders to be lowercase  
Armando • Feb 22, 2022

Merge pull request #13 from AkitaInteractive/separating-memory-leaks-reporting-code  
separating memory leaks reporting code  
Armando • Feb 22, 2022

Merge pull request #10 from AkitaInteractive...  
[Fix] Style fix in WindowHierarchy.cpp  
miquelmineto3 • Feb 18, 2022

Merge pull request #11 from AkitaInteractive...  
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  
Eric97or • 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

Fetch origin Current branch main Last fetched Feb 28, 2022

Source\Engine.vcxproj @@ -1,17 +1,5 @@ 1 #include "core/hephc.h" 2 + 3 #ifndef \_DEBUG 4 +#define DEBUG\_NEW new (\_NORMAL\_BLOCK, \_\_FILE\_\_, \_\_LINE\_\_) 5 #define new DEBUG\_NEW 6 +#define \_CRTDBG\_MAP\_ALLOC 7 +#include <stdlib.h> 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 enum class MainStates { 18 +@@ -27,7 +15,7 @@ Hachiko::logger\* Logging = nullptr; 19 + 20 + int main(int argc, char\*\* argv) 21 + { 22 + #ifndef \_WIN32 23 + \_atexit(DumpLeaks); 24 + #endif 25 + \_CrtSetDbgFlag(\_CRTDBG\_ALLOC\_MEM\_DF | \_CRTDBG\_LEAK\_CHECK\_DF); 26 + Logging = new Hachiko::logger(); 27 + 28 + int main\_return = EXIT\_FAILURE; 29 + 30 + return main\_return; 31 + } 32 + 33 + } 34 +

# Source Control



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

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# IDE

# Visual Studio

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

File Edit View Git Project Build Debug Test Analyze Tools Extensions Window Search... Engine Help

Local Windows Debugger

MaterialImporter.cpp ComponentMaterial.cpp ResourceMaterial.h ComponentMaterial.h

Hachiko

```
1 // ...
2 #include "Material.h"
3 #include "Texture.h"
4 #include "MaterialImporter.h"
5
6 #include <serial/ComponentMaterial.h>
7 #include <serial/GameObject.h>
8
9 #include "Hachiko/ComponentMaterial.h"
10
11 ComponentMaterial::ComponentMaterial(GameObject* container) :
12     IComponent(container)
13 {
14 }
15
16 void Material::Import(aiMaterial* assimp_material, const std::string& model_path, const std::string& model_name)
17 {
18     allImporter::Material::Import(assimp_material, model_path, model_name);
19     diffuse = material->diffuse.loaded;
20     specular = material->specular.loaded;
21 }
22
23 void Material::Save(JsonFormatterValue j_component) const
24 {
25     IComponent::Save(material, j_component);
26 }
27
28 void Material::Load(JsonFormatterValue j_component)
29 {
30     allImporter::Material::Load(j_component);
31     diffuse = material->diffuse.loaded;
32     specular = material->specular.loaded;
33 }
```

102% 0 issues found

Output

Show output from: Source Control - Git

Opening repositories

D:\Development\Hachiko-Engine

Error List Output Find Symbol Results Call Hierarchy

Live Share

Solution Explorer

Search Solution Explorer (Ctrl + F)

Solution 'Engine' (1 of 1 projects)

- Engine
- Components
  - ComponentA
  - ComponentB
  - ComponentC
  - ComponentD
  - ComponentE
  - ComponentF
  - ComponentG
  - ComponentH
  - ComponentI
  - ComponentJ
  - ComponentK
  - ComponentL
  - ComponentM
  - ComponentN
  - ComponentO
  - ComponentP
  - ComponentQ
  - ComponentR
  - ComponentS
  - ComponentT

Properties

Tools

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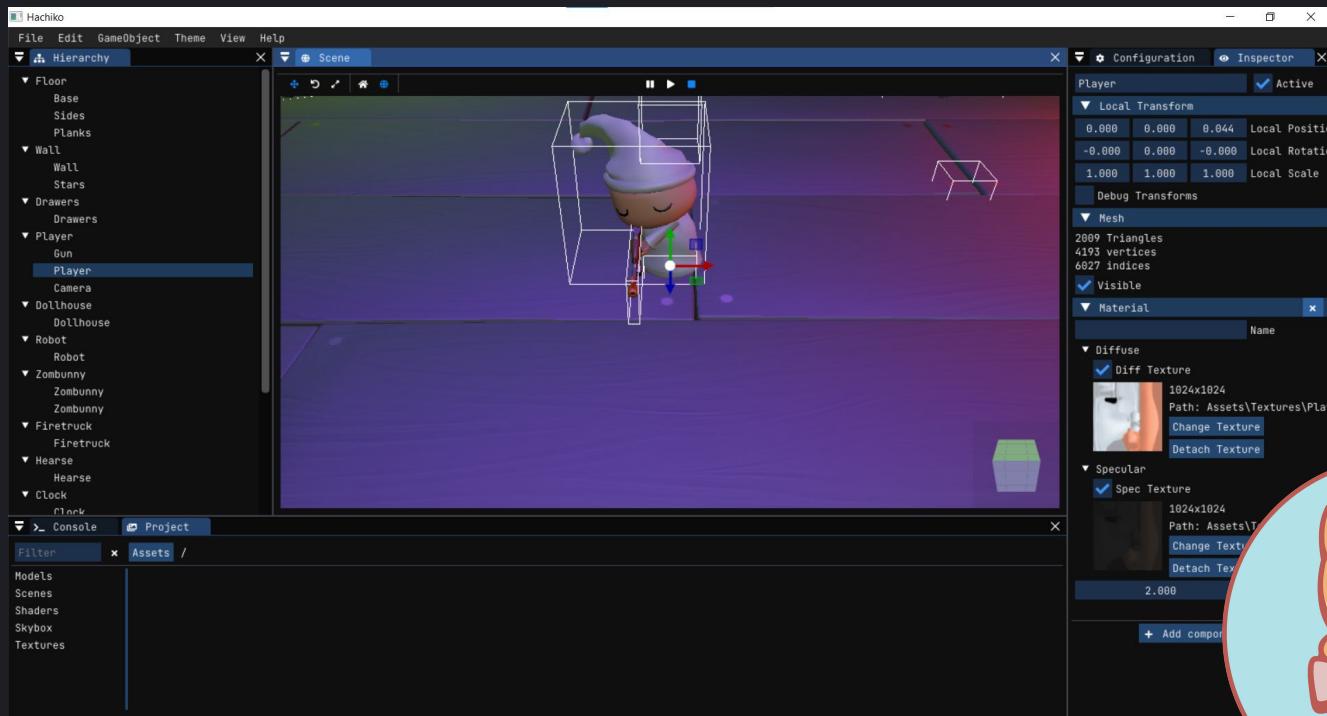
06



01



# Game Engine: Hachiko



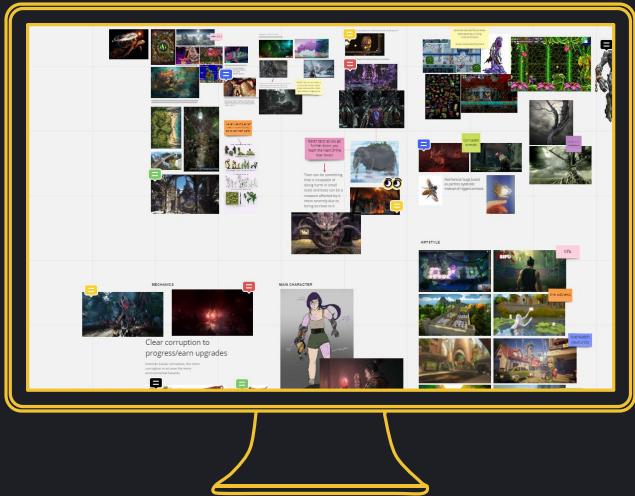
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# 09.

## 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





## Overwatch

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





sifu

003-1040559

1250 003-77156.8

1760 0009-14563.7

73273





## The Witness

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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01

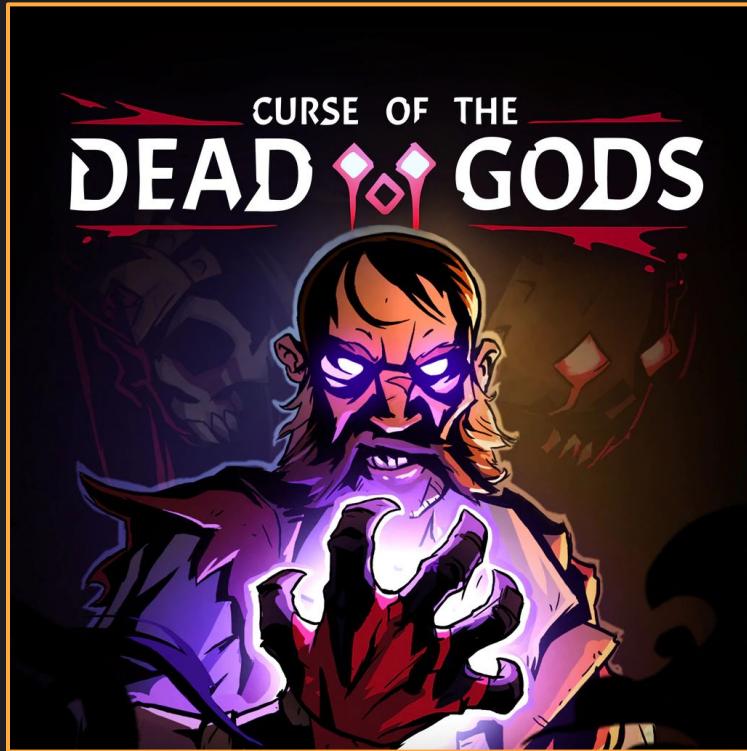
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# CURSE OF THE DEAD GODS

PASSTECH GAMES, 2021

Fast-paced action

Easy to learn, hard to master

Corruption meter





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06

01

02

03

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# ELDEST SOULS

## FALLEN FLAG STUDIO, 2021

Fast-paced combat

Souls-like

Big bosses



01

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01

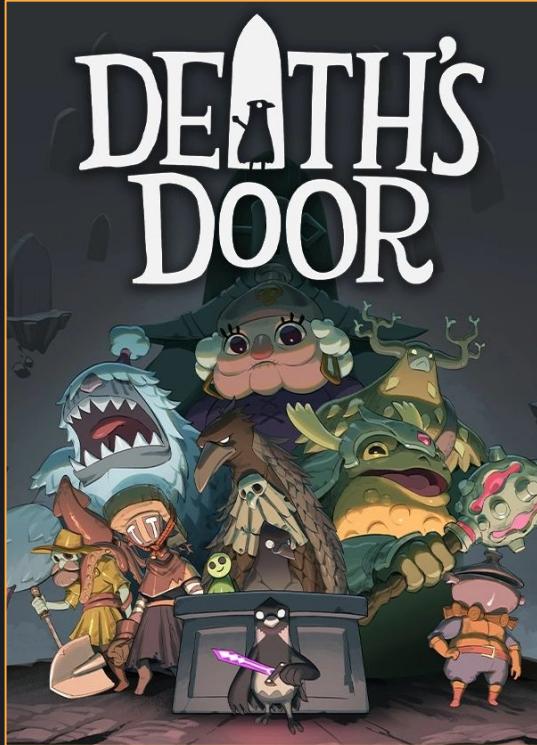
02

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# DEATH'S DOOR

## ACID NERVE, 2021

01

02

03

04

05

06

Cartoon

Puzzle Solving

Combat

01

02

03

04

05

06



01

02

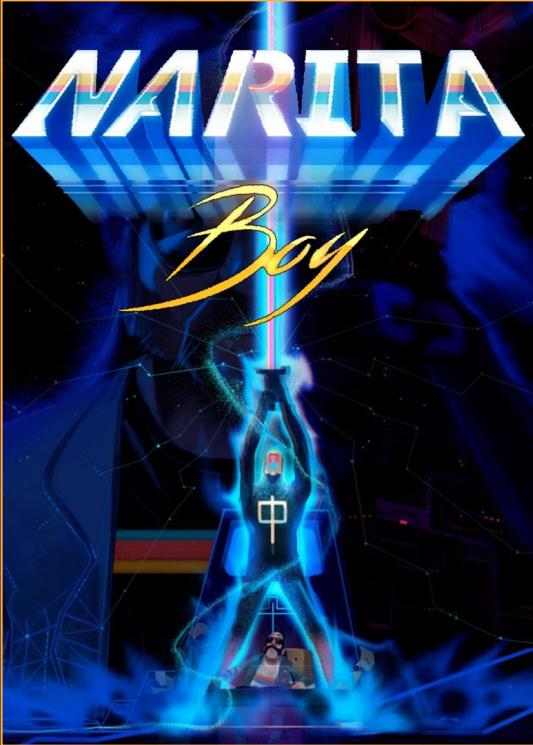
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# NARITA BOY

STUDIO KOBA, 2021

01

02

03

04

05

06

Retro - Old Fashioned

Platforming

Combat

01

02

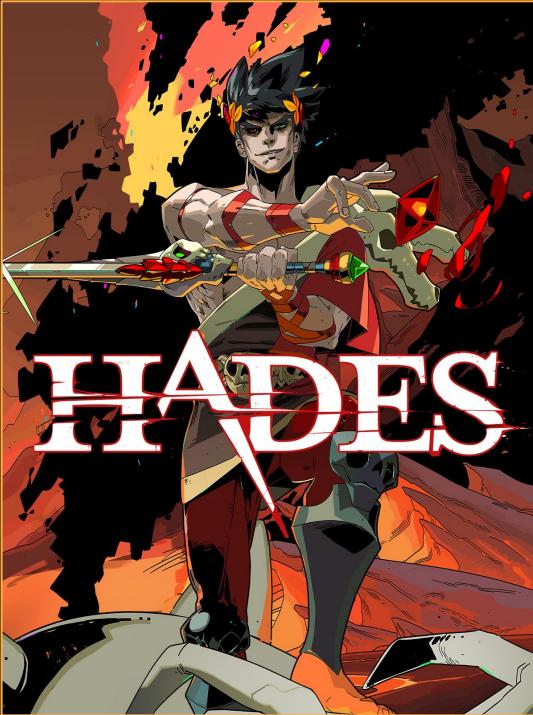
03

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# HADES

SUPER GIANT GAMES, 202

01  
Greek Mythology

02  
Rogue-lite

03  
Fast-paced Action





01

02

03

04

05

06





# THANKS

Do you have any questions?

[akitainteractive@gmail.com](mailto:akitainteractive@gmail.com)  
[akitainteractive.github.io](https://github.com/akitainteractive)



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# TABLE OF CONTENTS

## OVERVIEW

You can describe the section here

## FEATURES OF THE TOPIC

You can describe the section here

## ASSIGNMENT

You can describe the section here

## ABOUT THE TOPIC

You can describe the section here

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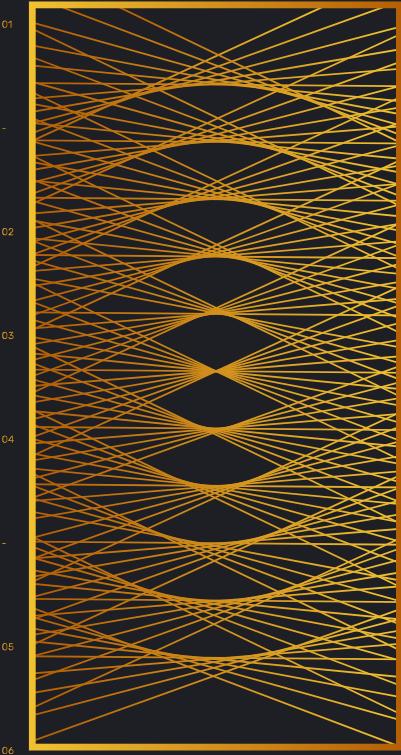
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01.

# THE ASTROPHYSICS

You can add a subtitle for the section  
if you need it here

01

02

03

04

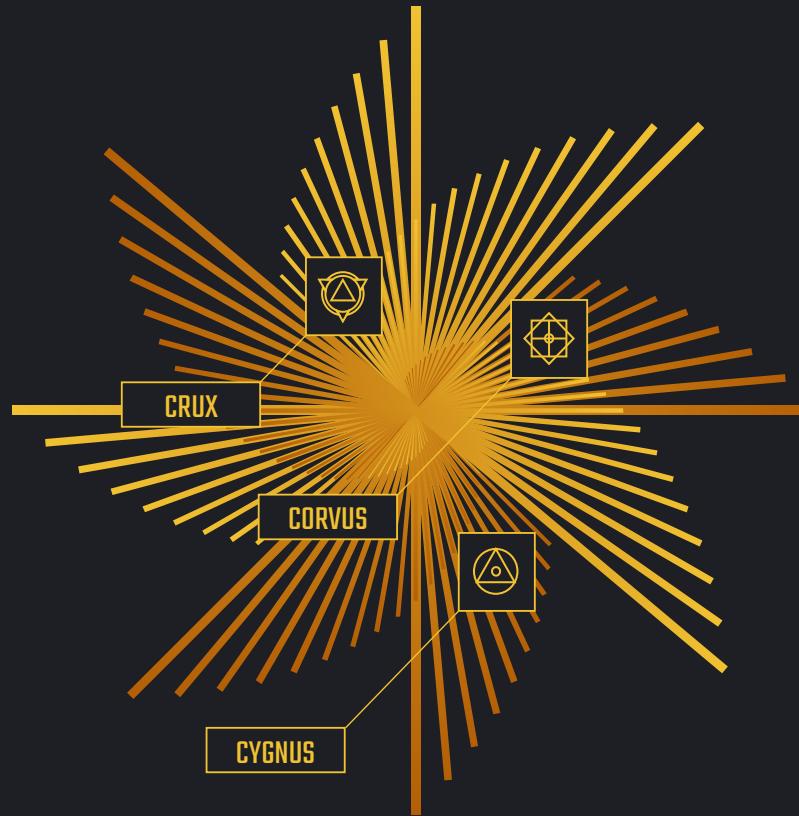
05

06



# WHAT IS ASTROPHYSICS?

You can give a brief description of the topic you want to talk about here. For example, if you want to talk about Mercury, you can say that it's the smallest planet in the entire Solar System. Let's do it!



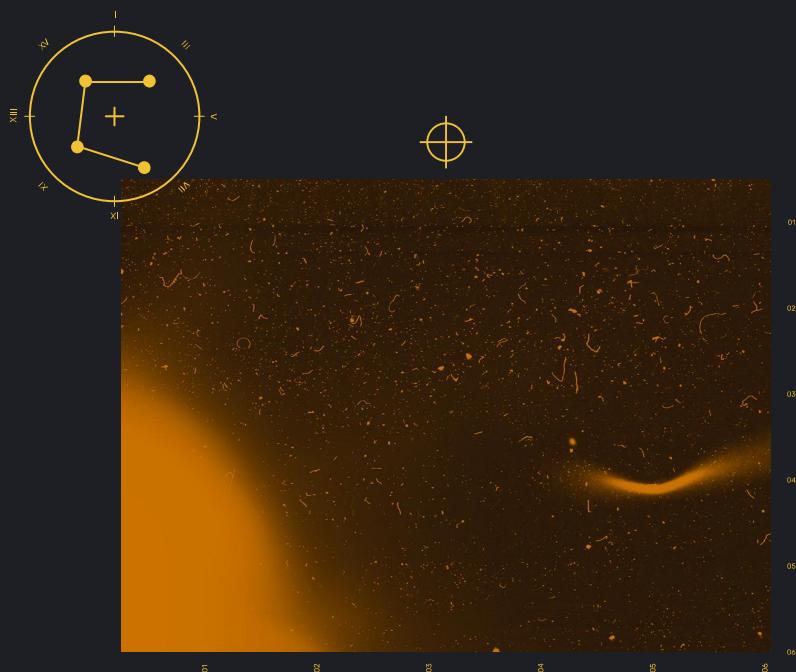


“This is a quote, words full of wisdom that someone important said and can make the reader get a lot of inspiration and knowledge.”



**—SOMEONE FAMOUS**





# HOW DID ASTROPHYSICS RESEARCH START?

Venus is the second planet from the Sun. It is terribly hot, even hotter than Mercury, and its atmosphere is extremely poisonous. It was named after the ancient Roman goddess of love and beauty





# DEFINITION OF CONCEPTS

01



## MERCURY

02



## MARS

03



## VENUS

04



## SATURN

05

Mercury is the closest planet to the Sun

Despite being red, Mars is a cold place

Venus is the second planet from the Sun

Saturn is a gas giant with several rings



1

2

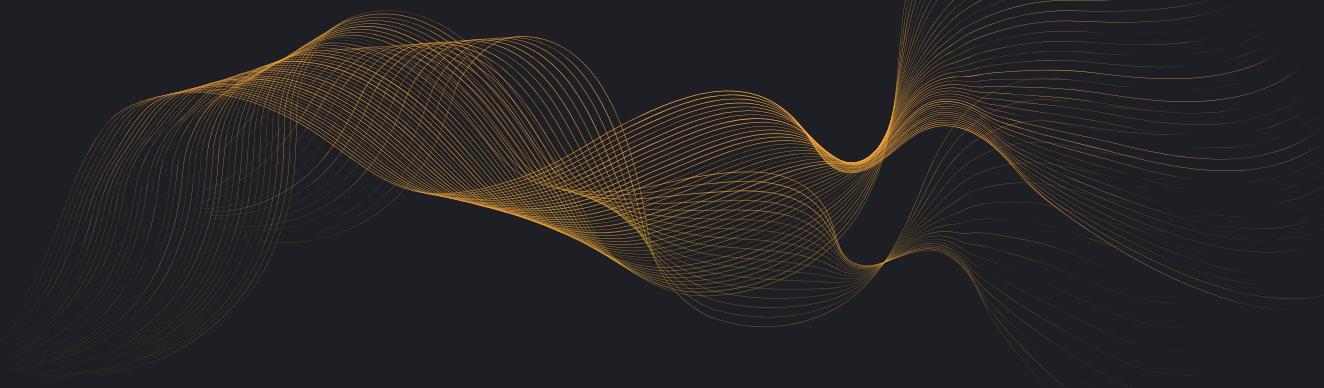
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06



180,506,000

Light years away is located is the Westerlund star cluster  
from Earth, in the southern constellation of Ara



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# 333,000

Earths is the Sun's mass

# 9h 55m 23s

It's Jupiter's rotation period

# 386,000 km

It's the distance between Earth and the Moon

01 02 03 04 05 06

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# FEATURES OF THE TOPIC



## MERCURY

---

Mercury is the closest planet to the Sun and the smallest one



## VENUS

---

Venus has a beautiful name and is the second planet from the Sun



## JUPITER

---

Jupiter is a gas giant and the biggest planet in the Solar System

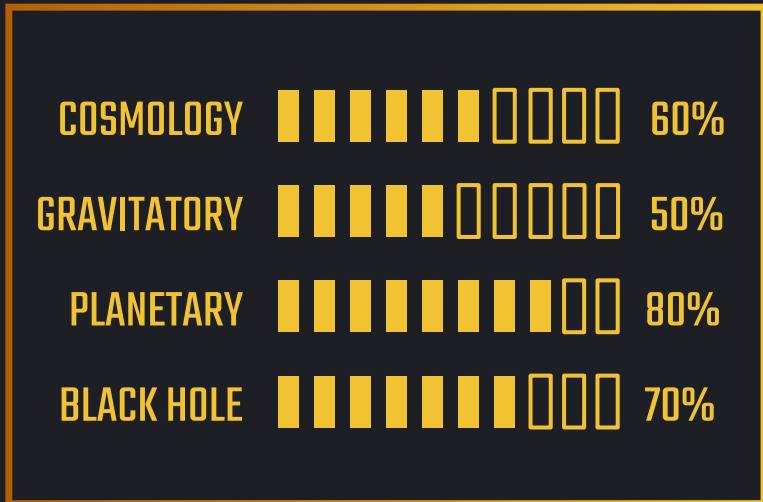




# MORE INFORMATION

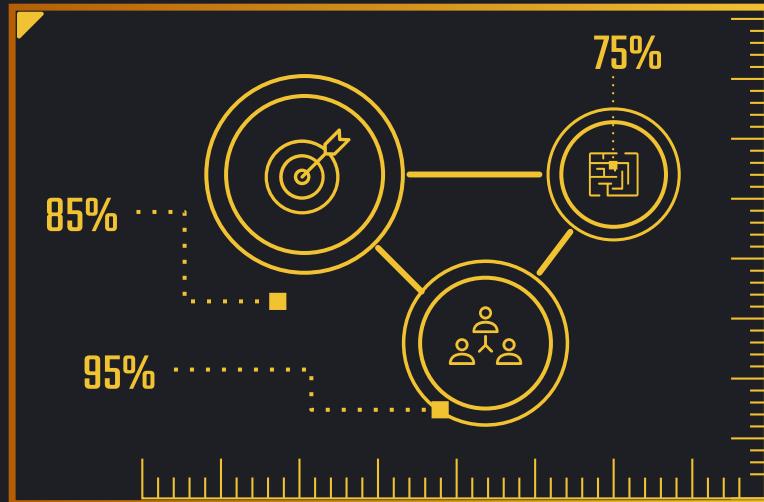
## EVOLUTION

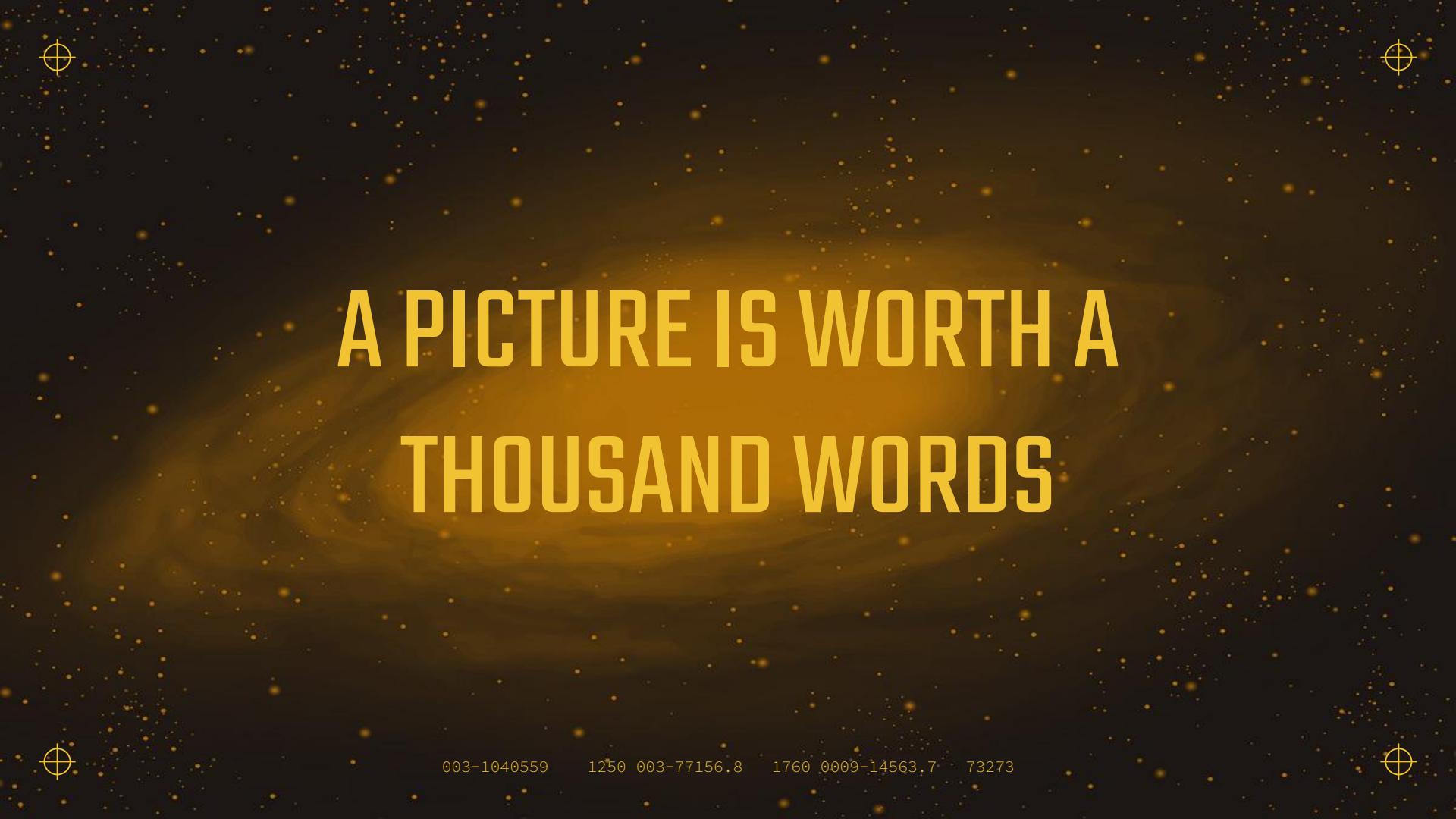
Mars is a cold place



## GOALS

Venus has a beautiful name





A PICTURE IS WORTH A  
THOUSAND WORDS



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# FIELDS OF ASTROPHYSICS

## PHYSICAL COSMOLOGY

Mercury is the  
smallest planet

## GRAVITATION PHYSICS

Venus is the second  
planet from the Sun

## HIGH ENERGY

Mars is a very cold  
place, not hot

## PLANETARY

Jupiter is the  
biggest planet

## PLASMA PHYSICS

Saturn is the  
ringed planet

## SPACE PHYSICS

Neptune is far away  
from Earth



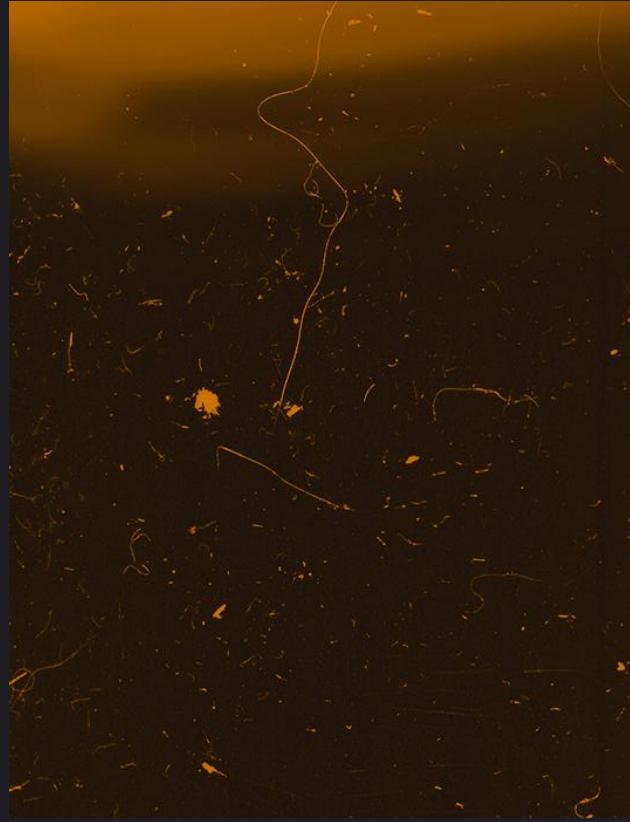


# A PICTURE ALWAYS REINFORCES THE CONCEPT

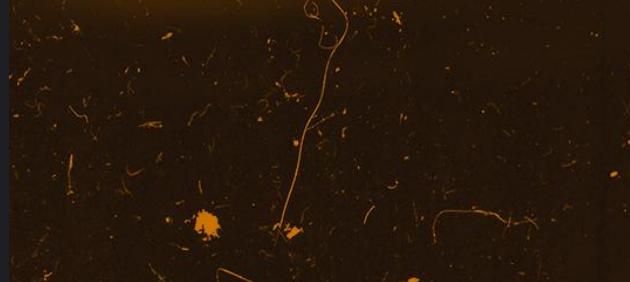
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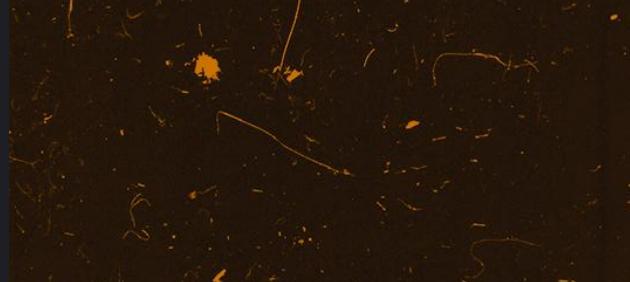
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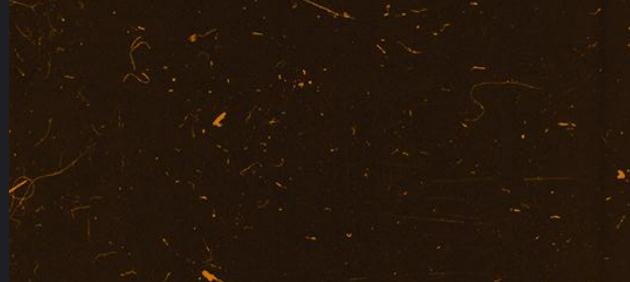
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04



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60 50 40 30 20 10





HOW ASTROPHYSICS STARTED?

While astronomy is one of the oldest sciences, theoretical astrophysics began with Isaac Newton. Prior to Newton, astronomers described the motions of heavenly bodies using complex mathematical models without a physical basis.

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◀ ▶ ▶| ⚙ □ □□

Insert your multimedia content here

01

02

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## MULTIMEDIA DEMO

Share your results and opinions in the classroom forum using the hashtag **#AstrophysicsLesson**

01

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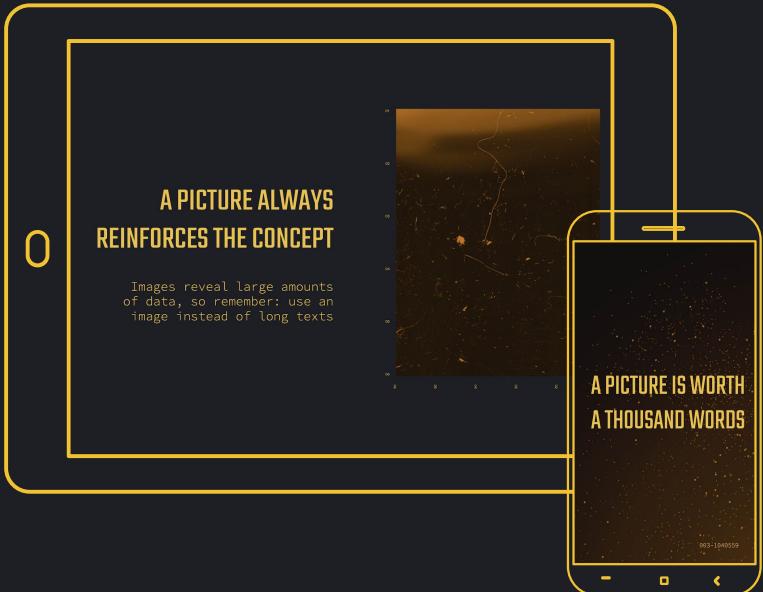




# PC MOCKUP

You can replace the image on the screen with your own work. Just delete this one, add yours and center it properly





## APP MOCKUP

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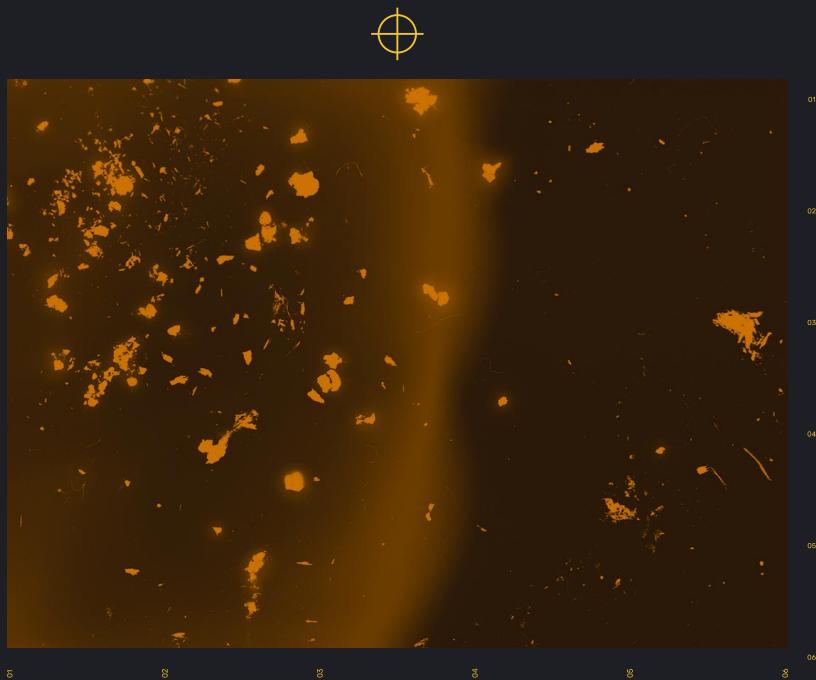
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# DID YOU KNOW THIS?

What is a **magnetar**?

- A black hole with a very strong magnetic field
- A neutron star with a very strong magnetic field
- A body of any kind with a very strong magnetic field
- An ordinary star with a very strong magnetic field

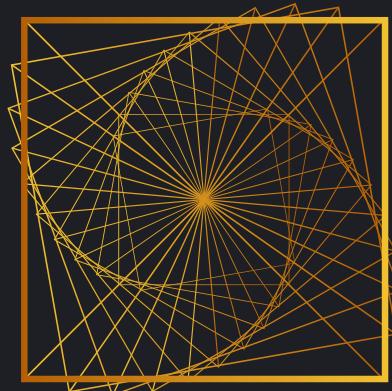




# PROBLEM AND SOLUTION

## THE PROBLEM

Mercury is the closest planet to the Sun and the smallest one in the Solar System—it's a bit larger than the Moon



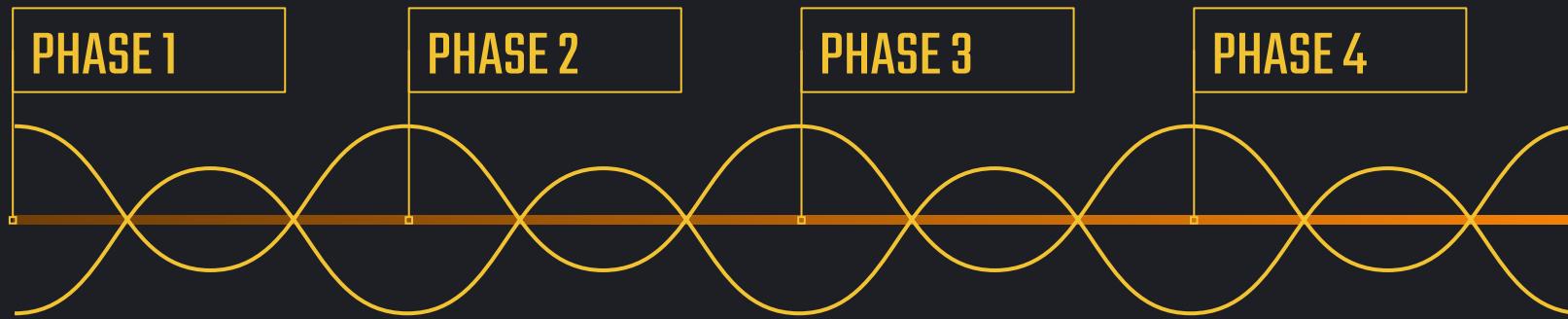
## THE SOLUTION

Venus has a beautiful name and is the second planet from the Sun. It's hot and its atmosphere is poisonous





# ASTROPHYSICS PROCESS





# OVERVIEW DIAGRAM

## ASTROPHYSICS LESSON



Mercury is the closest planet to the Sun



Venus is the second planet from the Sun

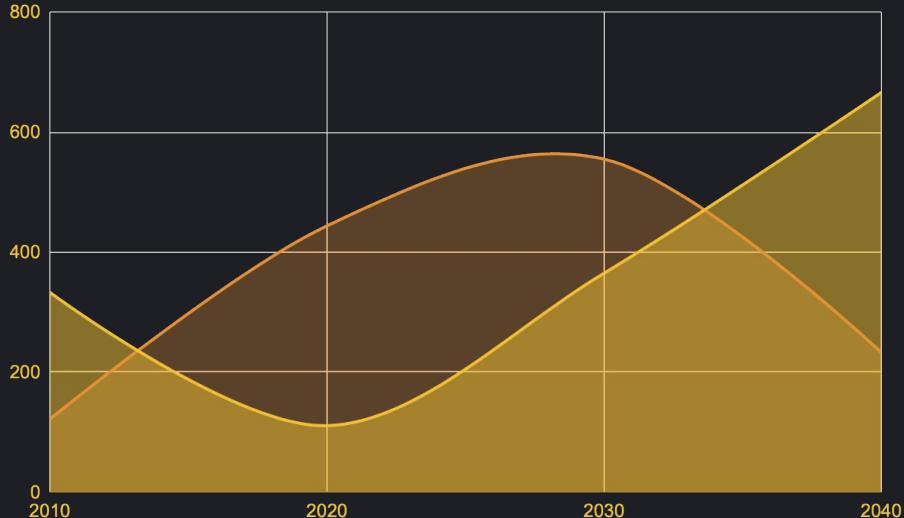


Jupiter is the biggest planet of them all





# THIS IS A GRAPH



## ● FACTOR 1

Mars is a  
cold planet

## ● FACTOR 2

Jupiter is a  
gas giant

To modify this graph, click on the link, change the data and paste the new graph here





# ASTROPHYSICS OBSERVATORIES

Spain



India



Mexico

Chile

01

02

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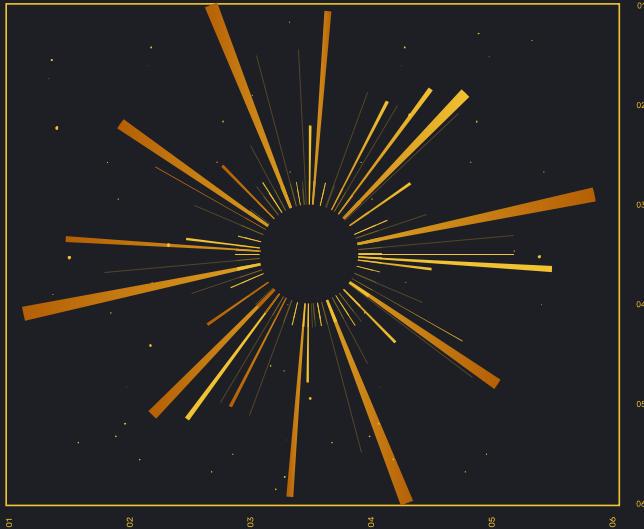
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# THIS IS YOUR ASSIGNMENT



- How big is the Sun?
- If Jupiter acquired more mass, it would cease to be a planet and would become...
- What technology do we use to detect gravitational waves?
- Which type of stars have the longest life expectancy?





# ASSIGNMENT

| UNIT                                  | CONCEPT                                     | EQUIVALENCE                                | DONE |
|---------------------------------------|---|--|------|
| <b>LIGHT YEAR (L.Y)</b>               | Distance traveled by light in a year        | 9.46 billion/km<br>63,235.3 AU             | ✓    |
| <b>ASTRONOMICAL UNIT (AU)</b>         | It's the distance between Earth and the Sun | 149,600,000 km                             | ✗    |
| <b>PARALLACTIC SECOND PARSEC (PC)</b> | It's the parallax of one second             | 30.86 billion/km<br>3.26 l.y<br>206,265 AU | ✓    |





# THIS IS AN EXERCISE



01

02

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The correct answer is,  
from the event horizon of black holes

01

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# AWESOME WORDS

---

Because key words are great for  
catching your audience's attention



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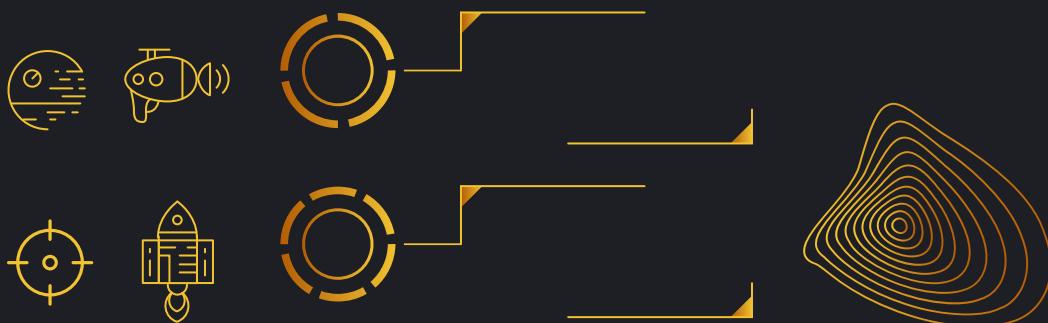
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# ALTERNATIVE RESOURCES

## PHOTOS

- Grey marble background concept
- Close-up metallic gray background
- Abstract clear metallic background close-up

## VECTOR



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# RESOURCES

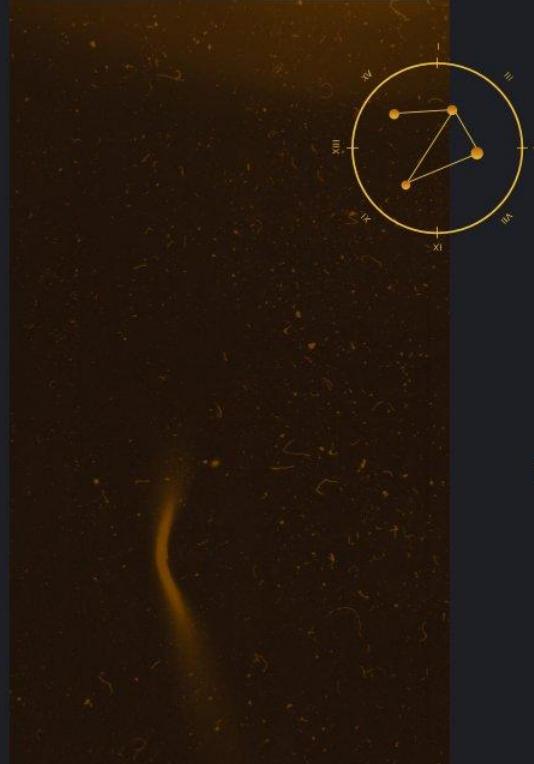
## VECTOR

- Futuristic infographic collection concept
- Flat design of y2k poster
- Flat design of y2k poster
- Flat design y2k poster
- Flat design y2k poster
- Space icons

## PHOTOS

- Close-up abstract red flame on scratched surface
- Abstract light leaks and dust
- Abstract nebula filled with dust
- Abstract starry night light leaks
- Gradient starry night background





# WHAT IS ASTROPHYSICS?

You can give a brief description of the topic you want to talk about here. For example, if you want to talk about Mercury, you can say that it's the smallest planet in the entire Solar System. Let's do it!

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“This is a quote, words full of wisdom that someone important said and can make the reader get a lot of inspiration, knowledge and new information.”

—**SOMEONE FAMOUS**

01

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# CHRONOLOGY OF ASTROPHYSICAL STUDIES

1951

1980

1987

1995

T  
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JUPITER

It's a gas  
giant planet



MARS

It's actually  
a cold place



VENUS

Venus has a  
nice name



NEPTUNE

Neptune is far  
away from us

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# CHRONOLOGY OF ASTROPHYSICAL STUDIES

2001

2008

2015

2021

T  
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V

JUPITER

MERCURY

VENUS

NEPTUNE

It's a gas  
giant planet

Mercury is the  
smallest planet

Venus has a  
nice name

Neptune is far  
away from us

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# DEFINITION OF CONCEPTS

## MERCURY

It's the closest planet to the Sun



## VENUS

It's the second planet from the Sun



## NEPTUNE

Neptune is far away from Earth



## MARS

Despite being red, it's a cold place



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# 333,000

Big numbers are very useful. Use them!

# 55%

Big numbers are very useful. Use them!



# 75%

Big numbers are very useful. Use them!

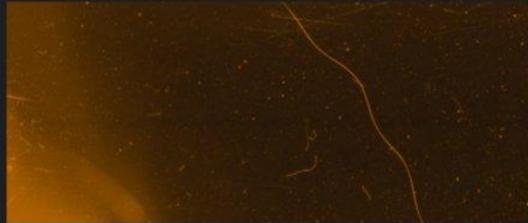
# 659 K

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# 659 K

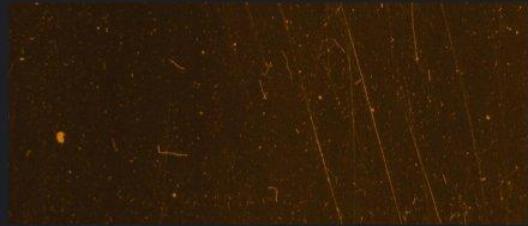
Big numbers are very useful. Use them!

# 333,000

Big numbers are very useful. Use them!

# 55%

Big numbers are very useful. Use them!



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# VISUALIZATION OF ASTROPHYSICAL PHENOMENA

^  
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1  
▼

| COUNTRY     | PHENOMENA     | VISUALIZATION LEVEL |
|-------------|---------------|---------------------|
| Brazil      | Solar eclipse | 40%                 |
| New Zealand |               | 60%                 |
| Chile       |               | 10%                 |
| Brazil      | Lunar eclipse | 100%                |
| New Zealand |               | 50%                 |
| Chile       |               | 90%                 |

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# FEATURES OF THE TOPIC

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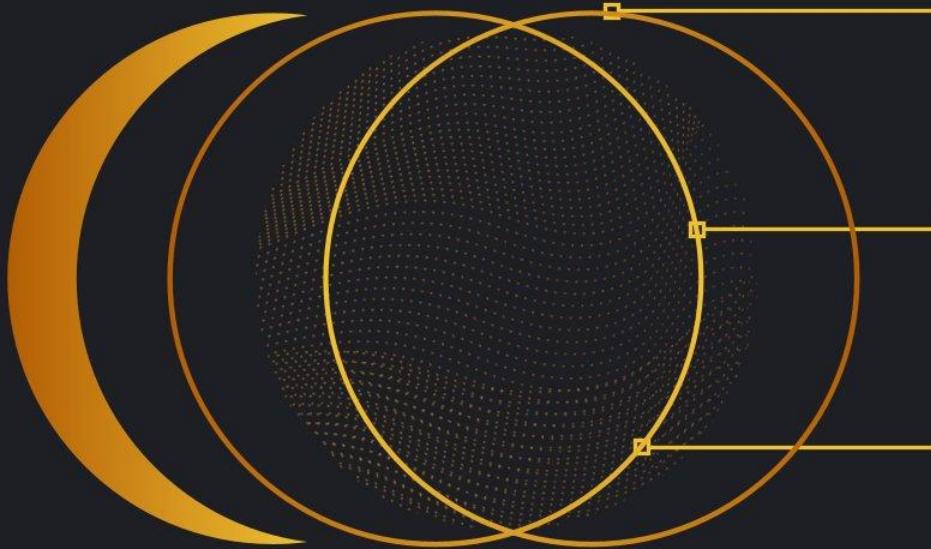


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# CHARACTERISTICS OF THE TOPIC

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## MERCURY

It's the closest planet to the Sun

## VENUS

Venus has a beautiful name, but it's hot

## MARS

Despite being red, Mars is a cold place, not hot

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# TRIDIMENSIONAL CHARACTERISTICS OF THE TOPIC

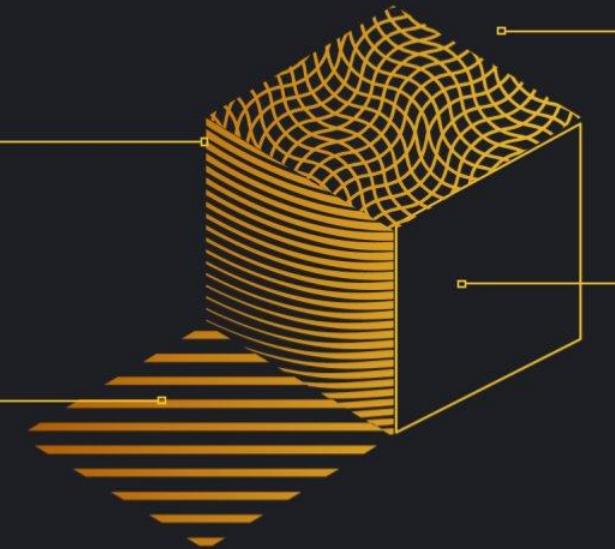
◀ T  
2 ▼

**MERCURY**

It's the closest planet to the Sun

**NEPTUNE**

Neptune is far away from Earth



**VENUS**

Venus has a beautiful name

**MARS**

Despite being red, it's a cold place

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## OUR USERS



65%



55%

## OUR SUCCESS

### AGE

18-25    10

26-30    10

### APPROVED



70%



87%

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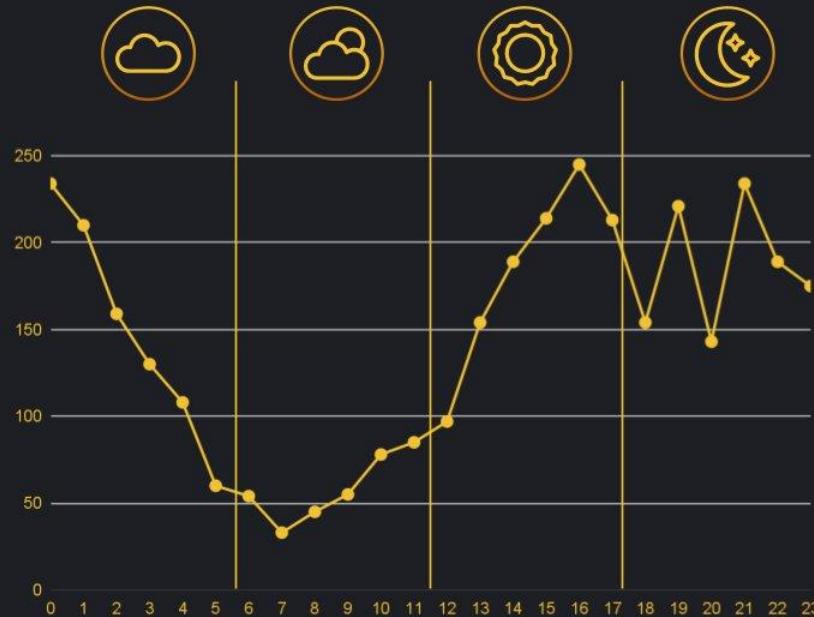


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# PHYSICAL COSMOLOGY ACTIVITY

↑  
T  
2  
↓



## HOURS OF ACTIVITY

- 00:00-06:00
- 06:00-12:00
- 12:00-18:00
- 18:00-00:00

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A PICTURE IS  
WORTH A  
THOUSAND  
WORDS

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▼



# AWESOME ASTROPHYSICS

Because key words are great for catching your audience's attention

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# EVOLUTION FORECAST

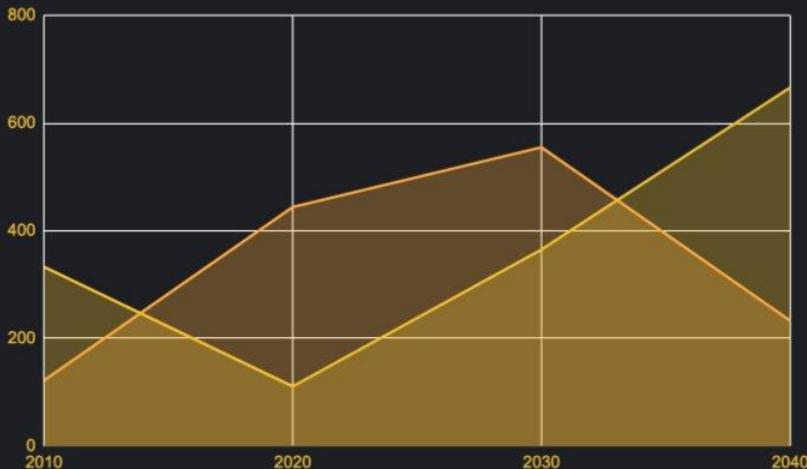
◀ T 2 ✓

2010

Neptune is far away from us

2020

Venus has a nice name



2030

Mars is a very cold planet

2040

Mercury is the smallest planet

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# EVOLUTION OF PHENOMENA

2018

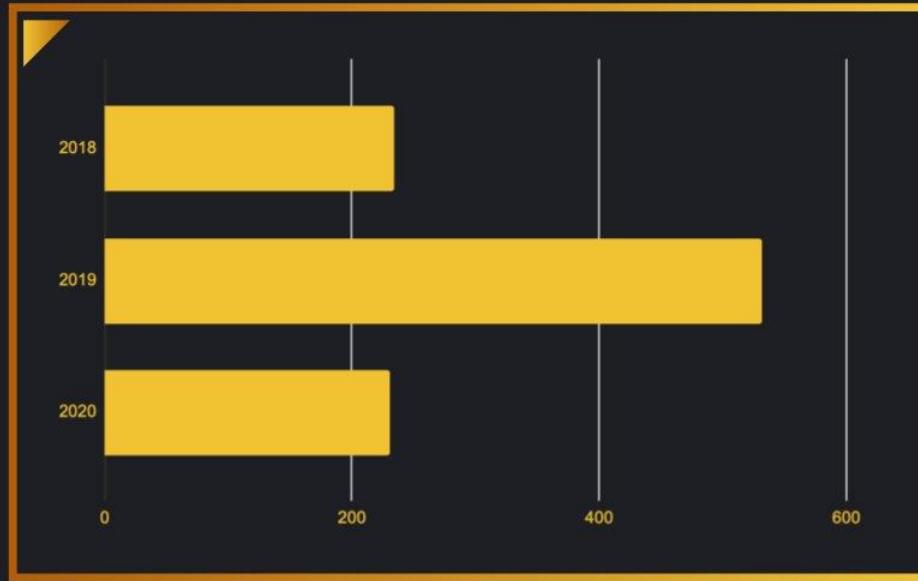
Neptune is far away from Earth

2019

Venus has a beautiful name

2020

Mars is a very cold planet



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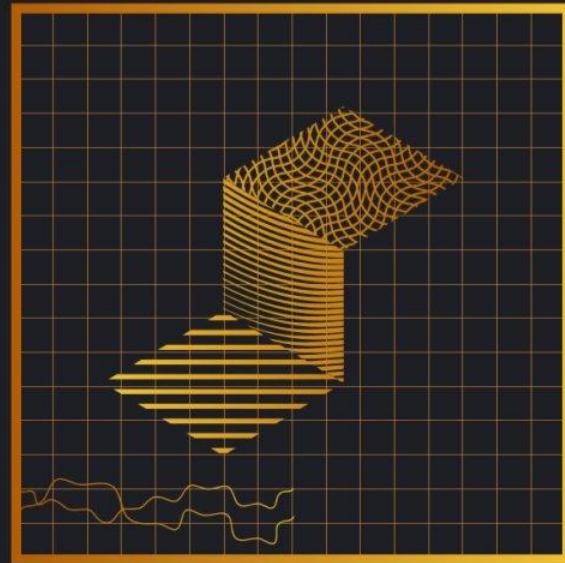


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# 03. ASSIGNMENT

You can add a subtitle for the section if you need it here



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# YOUR EXERCISE!

READ THESE FACTS AND MARK THEM IF THEY ARE TRUE OR FALSE

T  
3  
▼



**NEPTUNE**

It's the  
farthest planet  
from the Sun



**MERCURY**

Mercury is the  
biggest planet  
of them all



**VENUS**

Venus is the  
second planet  
from the Sun

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# SUCCESS RATE



MERCURY

Mercury is the closest planet to the Sun



VENUS

Venus has a beautiful name, but it's very hot



MARS

Despite being red, Mars is a cold place, not hot

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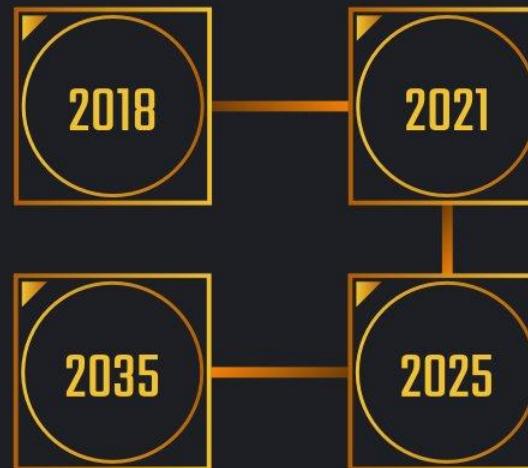


# REVIEW THE CONCEPTS



## MERCURY

Mercury is the closest to the Sun



## MARS

Mars is a very cold place to live

## VENUS

Venus has a beautiful name

## JUPITER

It's the biggest planet of them all

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# IMPORTANT DATES

JUNE 2021



| SU | MO | TU | WE | TH | FR | SA |
|----|----|----|----|----|----|----|
|    | 1  | 2  | 3  | 4  | 5  | 6  |
| 7  | 8  | 9  | 10 | 11 | 12 | 13 |
| 14 | 15 | 16 | 17 | 18 | 19 | 20 |
| 21 | 22 | 23 | 24 | 25 | 26 | 27 |
| 28 | 29 | 30 |    |    |    |    |



VENUS

Venus has a  
beautiful name



JUPITER

It's the biggest  
planet of them all

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# ABOUT THE TOPIC

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# STUDENT PROCESS



## ENGAGE

Mercury is the  
smallest planet



## EXPLORE

Mars is a cold  
place, not hot



## EXPLAIN

Jupiter is the  
biggest planet



## ELABORATE

Saturn is the  
ringed planet

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# WHERE TO STUDY ASTROPHYSICS?



## MARS

Mars is a cold planet

## JUPITER

Jupiter is a gas giant

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# ENROLLMENT PROCESS

↑  
T  
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## NEPTUNE

Neptune is the farthest planet from the Sun

## MARS

Despite being red Mars is a cold place, not hot



## MERCURY

Mercury is the smallest planet of them all

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# WORK STRATEGY



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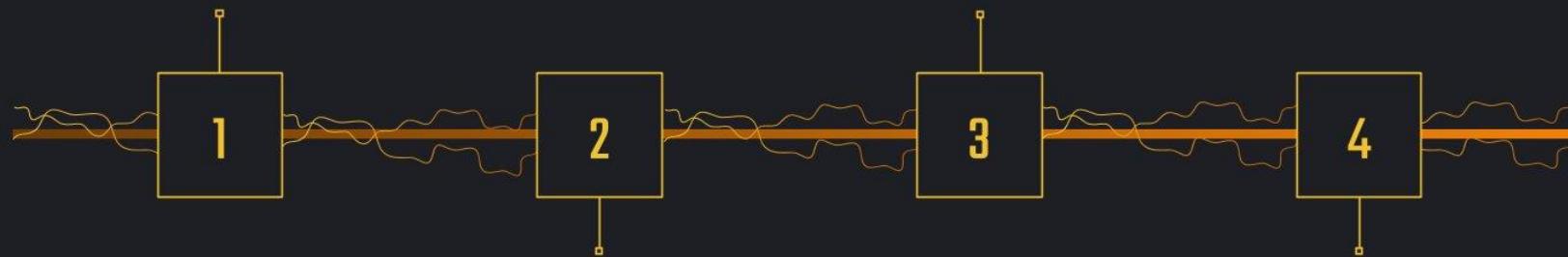
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# PROJECT DEVELOPMENT

## MERCURY

Mercury is the  
smallest planet



## NEPTUNE

Neptune is far

## MARS

It's actually a  
very cold place

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## SATURN

Saturn is a gas

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# PERCENTAGE OF SUCCESS

70%



MALE STUDENTS

Neptune is the farthest  
planet from the Sun

83%



FEMALE STUDENTS

Despite being red, Mars  
is a very cold planet

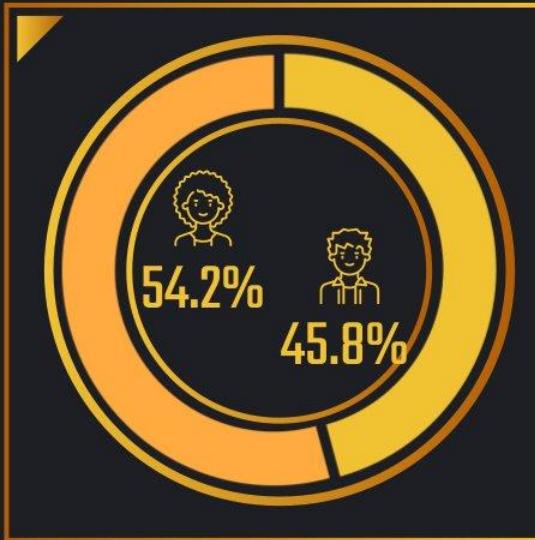
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# MORE PERCENTAGES OF SUCCESS



- **MALE STUDENTS**

Neptune is the farthest planet from the Sun

- **FEMALE STUDENTS**

Despite being red, Mars is a very cold planet

Follow the link in the speech to modify its data and

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# OUR STUDENTS

**JENNA DOE**

Speak a bit about  
this person here



**SUSAN BONES**

Speak a bit about  
this person here

**TIMMY JIMMY**

Speak a bit about  
this person here



**JOHN SMITH**

Speak a bit about  
this person here

01

02

03

04

05

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# SPACE ICON PACK



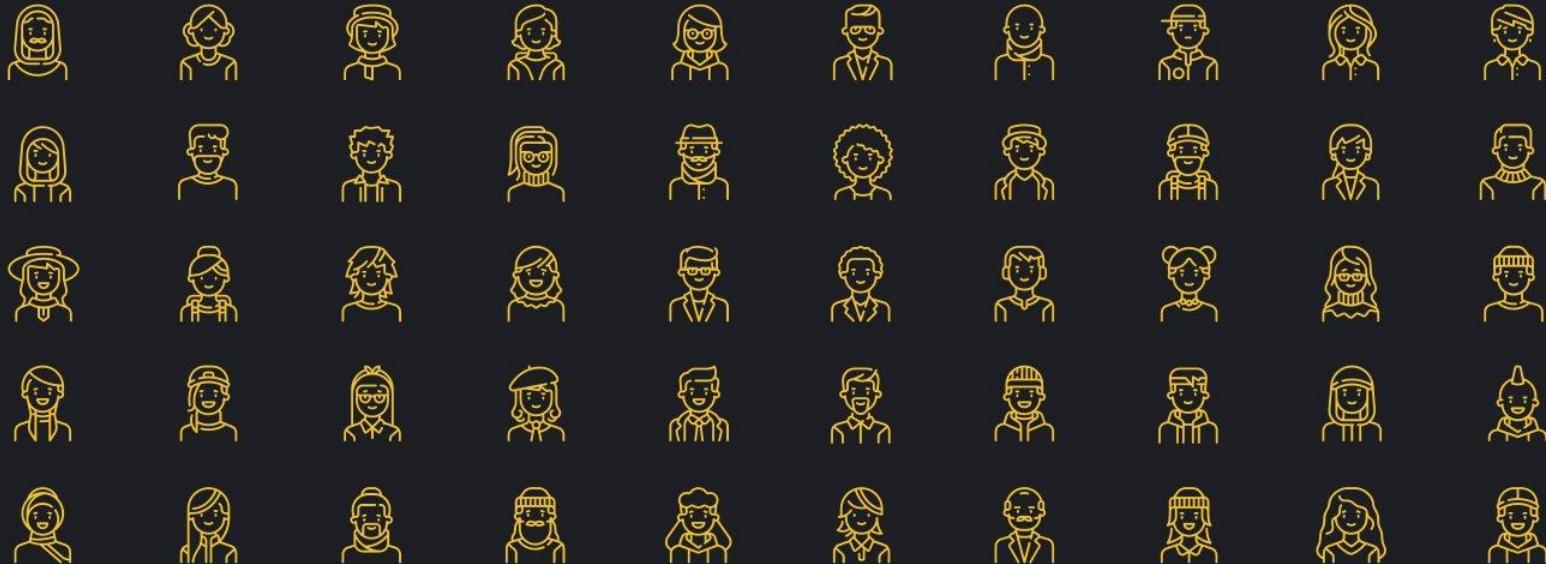
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# SPRING AVATAR ICON PACK



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# PREMIUM ALTERNATIVE RESOURCES

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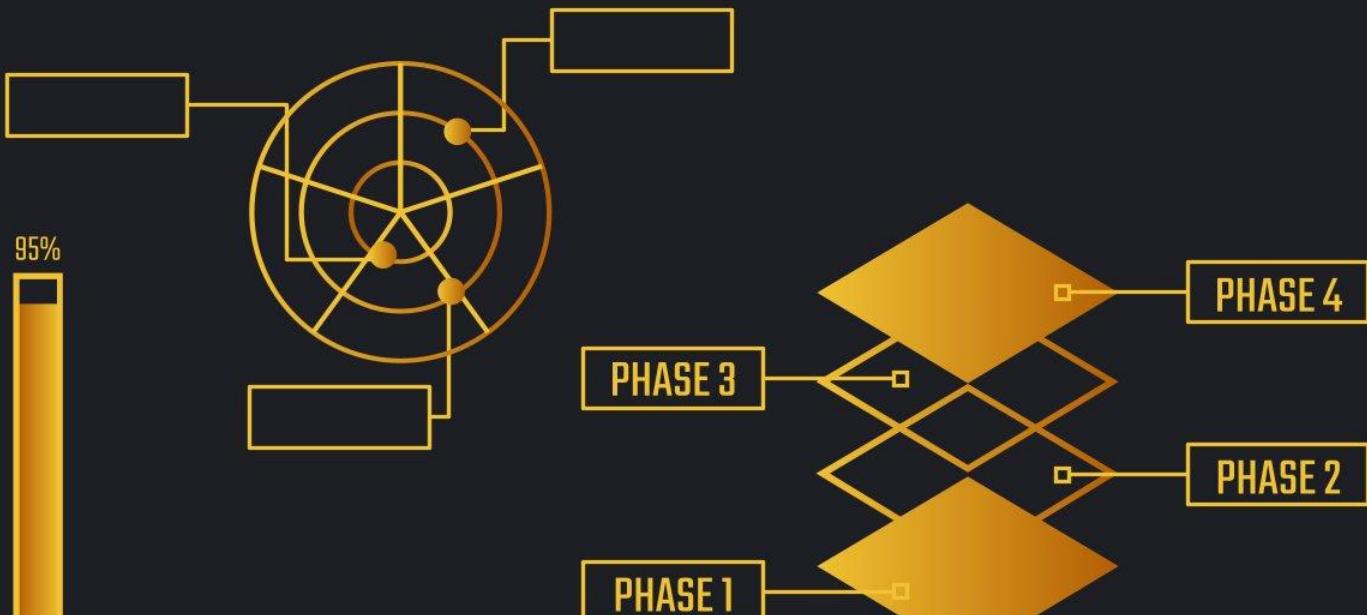
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# PREMIUM RESOURCES



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## VECTOR

- Flat design y2k poster
- Flat design of y2k poster
- Futuristic graphic elements
- Flat geometric background
- Chemical symbols with golden outline

## ICONS

- Space Icon Pack
- Spring Avatar Icon Pack

## PHOTOS

- Abstract cosmic dust with crack in the universe
- Abstract night starry sky with red light

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Pana



Amico



Bro



Rafiki



Cuate

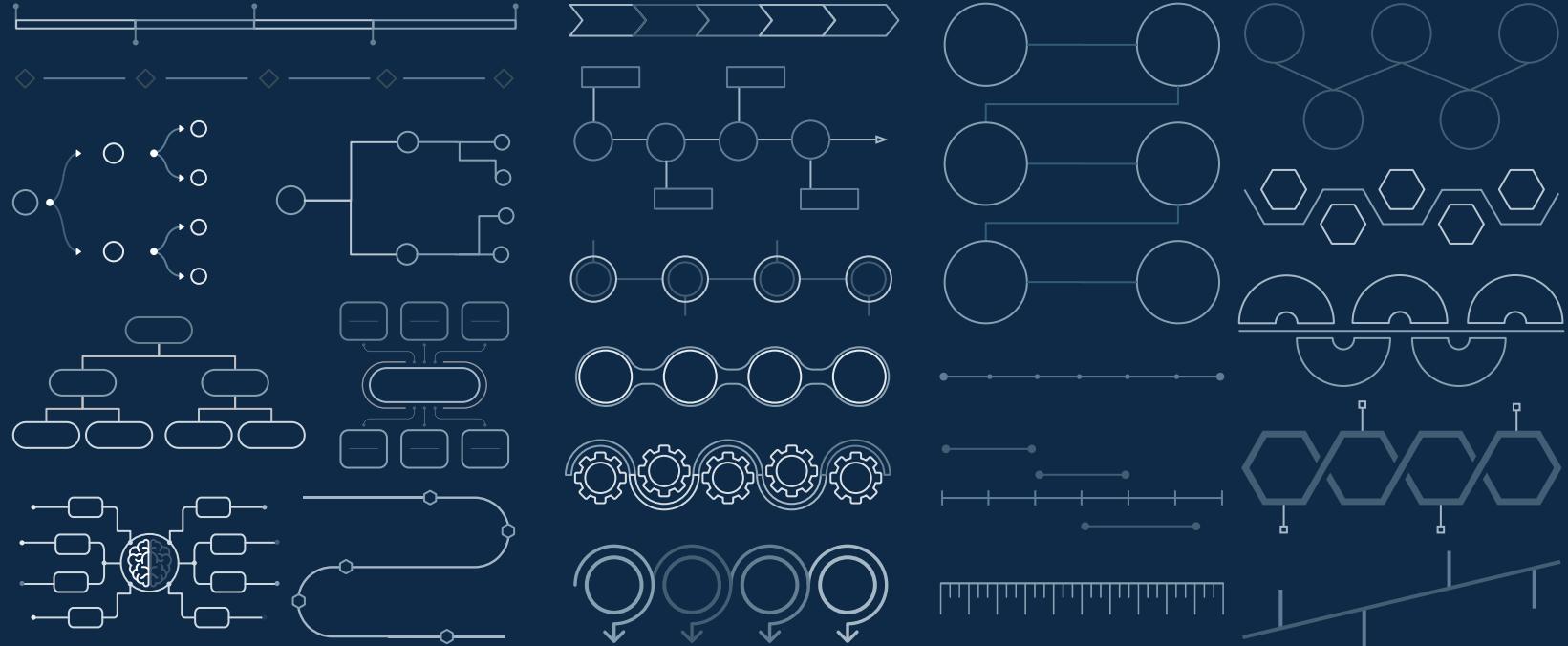
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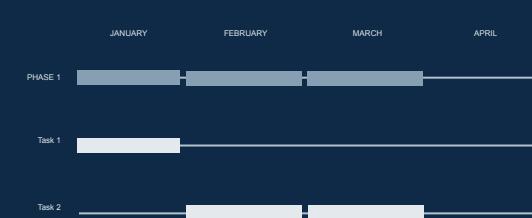
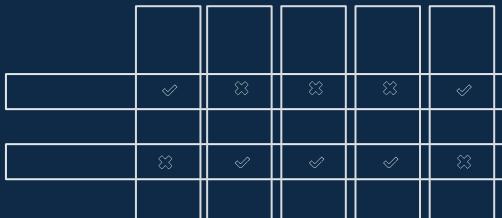
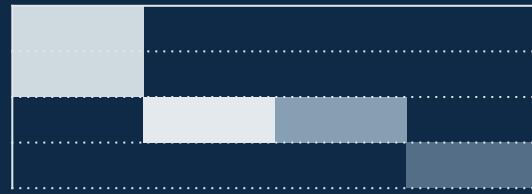
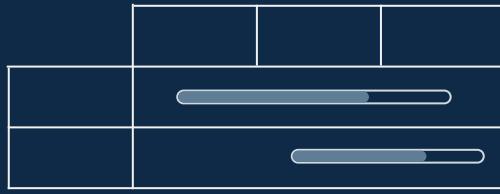
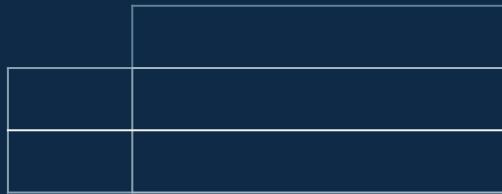
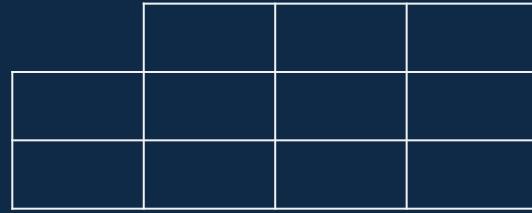
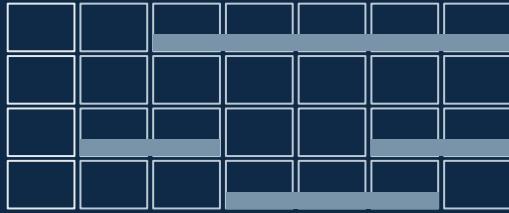
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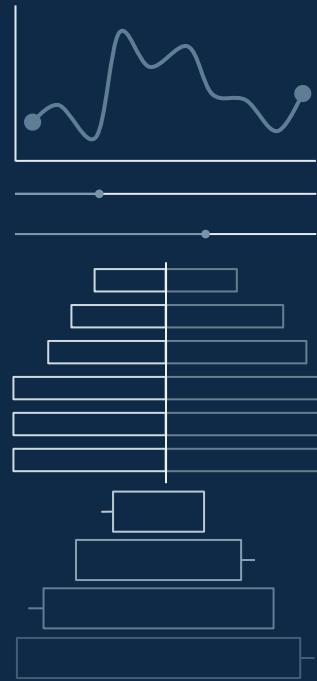
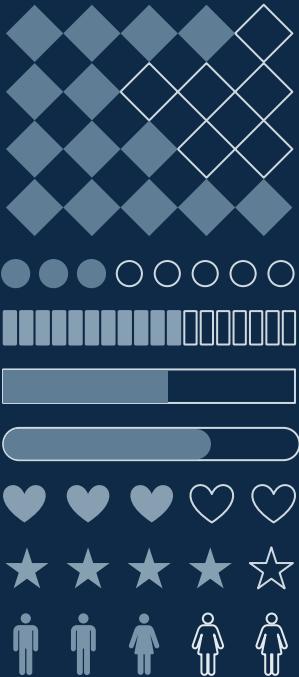
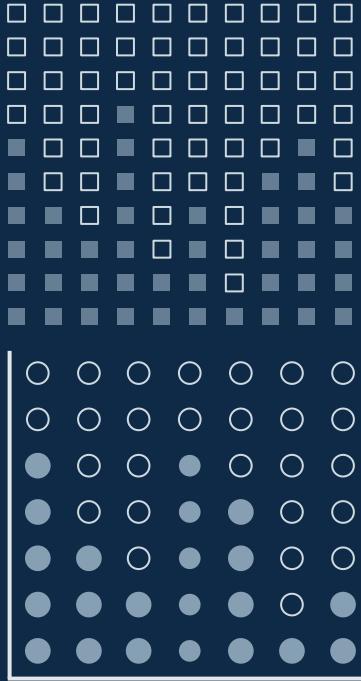












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## Medical Icons



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## Teamwork Icons



## Help & Support Icons



## Avatar Icons



## Creative Process Icons



## Performing Arts Icons



# Nature Icons



# SEO & Marketing Icons



